

* TABLE OF CONTENTS *

INTRODUCTION	1
DENIZENS OF THE DESERT	2
OVERLAND MAP	13
ADVENTURERS' GUIDE.....	14
Arena.....	15
Slave Pens.....	17
Sewers.....	23
Dagolar's Tunnels.....	29
Fields.....	33
White Sands.....	35
Tequetzl Village.....	39
Nazca Lines	45
Cedrilte Village.....	47
Undermountain.....	51
Lower Castle.....	57
Upper Castle	61
Salt Oasis.....	65
Hot Springs.....	67
Gedron Village	69
Silt Sea Ssurrans	73
Silt Sea Summoning.....	75
Captured Gladiators.....	77
Palace Ruins	79
Lava Rift.....	83
Gemfields	85
Wagon Train	87
Red Sands Plateau	89
Sand Oasis.....	93
Elven Slavers.....	95
Messenger Route	97
Elven Caravan.....	99
Ssurran Ruins.....	105
Wyrm Belly	107
Wyrm School.....	111
Wyrm Temple.....	115
Subterranean Temple	117
TREASURE GUIDE	121



* INTRODUCTION *

SHATTERED LANDS is the first in a series of computer role-playing games based in the highly acclaimed AD&D® 2nd Edition DARK SUN® game world.

You begin the game as a gladiator about to fight in King Tectuktitlay's Arena in Draj. You must survive that fight, along with many others, and continue onward to escape from the Slave Pens.

This clue book helps you escape the slavery of Draj and assists you in opposing those who would enslave the innocent and helpless. The "Denizens of the Desert" section contains specific hints on fighting the

various enemies and monsters in the Arena and in the wilderness. The "Adventurers' Guide" section contains maps and descriptions of the various regions and encounters that make up the adventure. The "Treasure Guide" lists all the items found throughout the game.

The information in this clue book is your guide to SHATTERED LANDS. Use the book to answer questions about how the story unfolds. If you have any questions about how to play the game, check your rule book; or, if you have installation questions, check your data card. Armed with this knowledge, your chances of success are assured!

* DENIZENS OF THE DESERT *

Travelling throughout the sun-baked lands of Athas, you are sure to encounter many vicious creatures. Below are suggestions on defeating these creatures.

BABAU



Although these creatures are commonly referred to as "babau," their true name is "greater tanar'ri." Please refer to the "Tanar'ri, Greater (Babau)" description that appears later in this section.

BULETTE



Bulettes travel underground and often surprise unsuspecting prey. They attack with their powerful jaws and front legs, and are capable of doing a tremendous amount of damage. Try to kill them quickly, or better yet, avoid them altogether.

DAGGORAN



Daggorans hunt in packs of 2-8, and use their greater numbers to quickly overwhelm smaller prey. Attack them quickly before they can bring their psionic powers to bear. If the daggorans are able to use their psionic powers, keep a careful eye on party members to make sure they do not become charmed. As with many monsters on Athas, the best technique is to attack first and ask questions later.

DAGOLAR SLIME



Dagolar is responsible for twisting tyrian slimes into these abominations. These creatures are immune to attacks with blunt weapons (such as maces). Be sure to attack them with swords and other sharp-edged weapons. Also be careful of the imprisoning webs these creatures cast. The webs hold party members rooted in one spot — thus characters can only attack the slimes if they are adjacent. Like the tyrian slimes from which these abominations came, Dagolar slimes are immune to fire.

DARK SPIDER



Dark spiders are fearsome creatures. Besides a poisonous bite which can kill (if you fail your save vs. poison), some special dark spiders also cast spells! Such spiders can cast 3rd-level defiler spells such as *lightning bolt* and *fireball*. One tactic is to search out the mage spiders in the group, and make sure to hit them at least once a round. This at least keeps them from spellcasting.

DEFILER



Defilers in SHATTERED LANDS are quite skilled, and can cast 5th-level mage spells. Their favorites are *fireball*, *lightning bolt*, *ice storm*, and *cone of cold*. The best defense in this case is a strong offense. Remember that hitting a spellcaster in combat prevents him or her from casting in that combat round.

DRAJIAN GUARD



The Drajian guards can best be described as cannon fodder. Their strength lies in their sheer numbers. Try to use area effect spells such as *fireball* and *ice storm* to defeat a number of them at once. All Drajian guards are armed with bows, and they use their arrows to great effect. Remember that the inertial barrier psionic power protects you from flying missile weapons such as arrows.

DUNE REAPER



Dune reapers are one of the most feared creatures in SHATTERED LANDS. They do an incredible amount of damage, and are very tough. One good tactic is to try to change the allegiance of these creatures with the control body psionic power. Also be sure to gang up on one creature at a time, since a severely wounded dune reaper can attack for the same amount of damage as a fresh one.

ELEMENTALS — AIR, EARTH, FIRE, AND WATER



There are two classes of elementals: lesser and regular. The lesser elementals can only be affected by +1 or greater weapons. The regular elementals can only be affected by +2 or greater weapons. Ganging up on these creatures should quickly remove them from your path as you trudge onward to glory and riches in the DARK SUN™ world!

FIRE EEL



Fire eels are well known for lurking under the sand and attacking unsuspecting parties. Keep an eye out for suspicious moving piles of sand, and attack with ranged spells if possible. These creatures shouldn't pose too much of a problem if the party stays alert.

MAGERA



Although not the brightest of creatures, the magera are strong warriors. Soften them up with area effect spells like *fireball*; you should quickly reduce them to dust!

MASTYRIAL



Mastyrials are dangerous creatures and are best attacked at range. Have your mages cast *magic missile* on them, and have your clerics cast spells like *aid*, *prayer*, *barkskin*, and *stoneskin* on your party. If you have a thief in your party, be sure to use his or her special backstab attack. *Haste* is always an excellent spell to use against fiends such as these, and the ego whip psionic power seems to be effective too. Note that mastyrials are immune to blunt weapons.

MASTYRIAL, BLACK



The same tactics you used against the regular mastyrails work well against the black mastyrails. Be aware, however, that the black mastyrial has a better save vs. spells, so your spells may not be as effective. Try using the disintegrate and enhanced strength psionic powers.

MOUNTAIN STALKER



Mountain stalkers are feared because of the great number of vicious attacks they bring to bear on hapless adventurers. Use ranged weapons and spells to defeat these creatures. Some good spells to use are *fireball* and *flame arrow*.

OTYUGH



Otyugh like to stop short of the party and guard, thus forcing party members to come to them. Remember that this guarding creature gets all its attacks when someone comes within range. Because of this, ranged weapons and spells are highly recommended against otyugh.

PSURLON



Psurlons are particularly nasty creatures to fight. They're 30% magic resistant, you need +1 or greater weapons to hit them, and they are immune to *sleep* and *charm* spells. To make things worse, they can also cast psionics against the party. You can fight back with psionic powers such as *synaptic static*, *mind blank*, *ego whip*, and *disintegrate*. You may also wish to summon a monster or elemental to assist in defeating the psurlons.

RAMPAGER



Although this creature is commonly referred to as a "rampager" its true name is "so-ut." Please refer to the "So-ut (Rampager)" monster description that appears later in this section.

RENEGADE HALFLING



Renegade halflings attack with slings from a distance. They have low hit points and should easily be dispatched in melee.

SAND HOWLER



Sand howlers have a special paralyzing gaze attack. The only defense is to attack them first! Be quick, and you shouldn't have too many problems with them.

SCREAMER BEETLE



Screamer beetles aren't too dangerous. Simply be careful of their psionic attack, and hit them as soon as you can. They don't have many hit points, and tend to die quickly.

SHADOW

Shadows attack with a nasty chilling touch that can paralyze your character. To make things worse, they can only be hit by +1 or greater weapons! Since they are immune to *sleep*, *charm*, and *hold* spells, have your cleric use *turn undead*.

SHADOW, GREATER

Greater shadows are similar to regular shadows, with the exception of having more hit points and being able to drain Strength with a touch. This Strength loss remains with the character until the party rests.

SILT RUNNER

Silt runners are fast, but not too dangerous beyond that. You should have no problems dispatching them.

SLAAD, BLUE

You need a +1 or greater weapon to hit blue slaad. They have 40% magic resistance and are allowed four attacks per round. Engage them at range using the psionic powers *disintegrate* and *ego whip*, and as with the red slaad, be sure to have your weaker characters fire ranged weapons at the creatures.

SLAAD, RED

The red slaad regenerates three hit points a round and has 30% magic resistance. Your best strategy is to rush forward and engage them in melee. Be sure to have your weaker characters fire ranged weapons at the creatures.

SLIG

Sligs (the slaad look-alikes) aren't too difficult to take care of in battle. Attack them with ranged weapons and spells as they close to melee. Once in melee range, dispatch them with your fighters.

SO-UT (RAMPAGER)

The so-ut (more commonly known as rampagers) are one of the most feared creatures on Athas. These beasts have a 25% magic resistance, a low armor class, and sufficient hit points to allow them to survive most battles (which usually means someone or something else didn't). Try to attack these beasts at range, since it has a corrosive attack which destroys weapons and armor. If you must go hand-to-hand with it, be sure to cast *haste* upon your party.

SSURRAN

Ssurran have low hit points and can be easily defeated in melee. Use a *grease* spell or a *web* spell to hold them in place, then finish them off with ranged weapons.

STRINE

Try to keep your spellcasters away from the strines' ranged spine attack — being hit by the attack prevents your character from casting spells or using psionics that round. The strine's bite does 2-12 points of damage, so be careful of a monster that might be guarding. Beyond this, a healthy fighter should dispatch these beasts easily.

STYR

These monsters are extremely tough. To even be able to *hit* a styr, you must have a +1 or greater weapon. Also keep in mind that they are 30% magic resistant. It is advisable to *haste* your characters if possible. Try using the ego whip psionic power. It should keep these creatures from attacking for 1-4 rounds. Also, try and keep your spellcasters out of harm's way.

TANAR'RI, GREATER (BABAU)

These powerful monsters are 50% magic resistant, and require +1 or greater weapons to hit. They have a gaze attack which may affect your character as though touched by a *ray of enfeeblement*. They can also corrode weapons and armor when they attack — be very careful when fighting them hand-to-hand. Needless to say, use extreme caution when fighting these beasts.

TANAR'RI, TRUE (VROCK)

Vrocks are pretty nasty creatures. They're 70% magic resistant, so many of your spells may have no effect. You also need +2 or greater weapons to hit them. Since vrocks have five attacks a round, it is probably prudent to keep weaker characters behind the more powerful ones. Try using the *id insinuation* psionic power — it may paralyze a vrock for up to four rounds.

TARI (RATMAN)

You shouldn't have too much difficulty defeating the tari. Just don't let them surround one of your weaker characters — they can do surprising amounts of damage in numbers.

TEMPLAR

Templars are not particularly strong physically, but can cast some rather heavy-duty spells. It is best to keep hitting them with ranged weapons if you can't get close right away. This prevents them from casting spells.

THRI-KREEN (MANTIS WARRIOR)

Thri-kreen are highly dexterous, allowing them to dodge missile attacks. It is usually best to attack them with magical spells at range to soften them up, and then have your warriors fight them. Be careful of their paralyzing bite. Any of your characters affected by this bite take double damage for every hit they receive afterward.

TOHR-KREEN (MANTIS NOBLE)

Running from this relative of the thri-kreen will do you no good. Their movement is very, very fast, so it is best to take the initiative and attack! Protect weaker characters and be careful of their paralyzing bite. Any of your characters affected by this bite take double damage for every hit they receive afterward.

TYRIAN SLIME

These nasty critters are always on the lookout for another meal, and your party probably fits the bill quite nicely. Keep them at bay with *magic missiles*, *ego whip*, and any kind of edged weapon. Be wary of their entangling attack, *psionics*, and immunities to crushing weapons and fire.

UNDERMOUNTAIN FOLK (MINDHOME)

These kindly creatures don't really deserve being attacked. But, if you must, you should have no problems slaughtering these innocent, helpless, meek little people.

VROCK

Although these creatures are commonly referred to as "vrock," their true name is "true tanar'ri." Please refer to the "Tanar'ri, True — Vrock" description that appears earlier in this section.

WILD MUL

True to their race, wild muls are the hack and slash type. They can be dealt with in the same fashion or from a distance. Either way, it is best to get in the first blow.

WYVERN

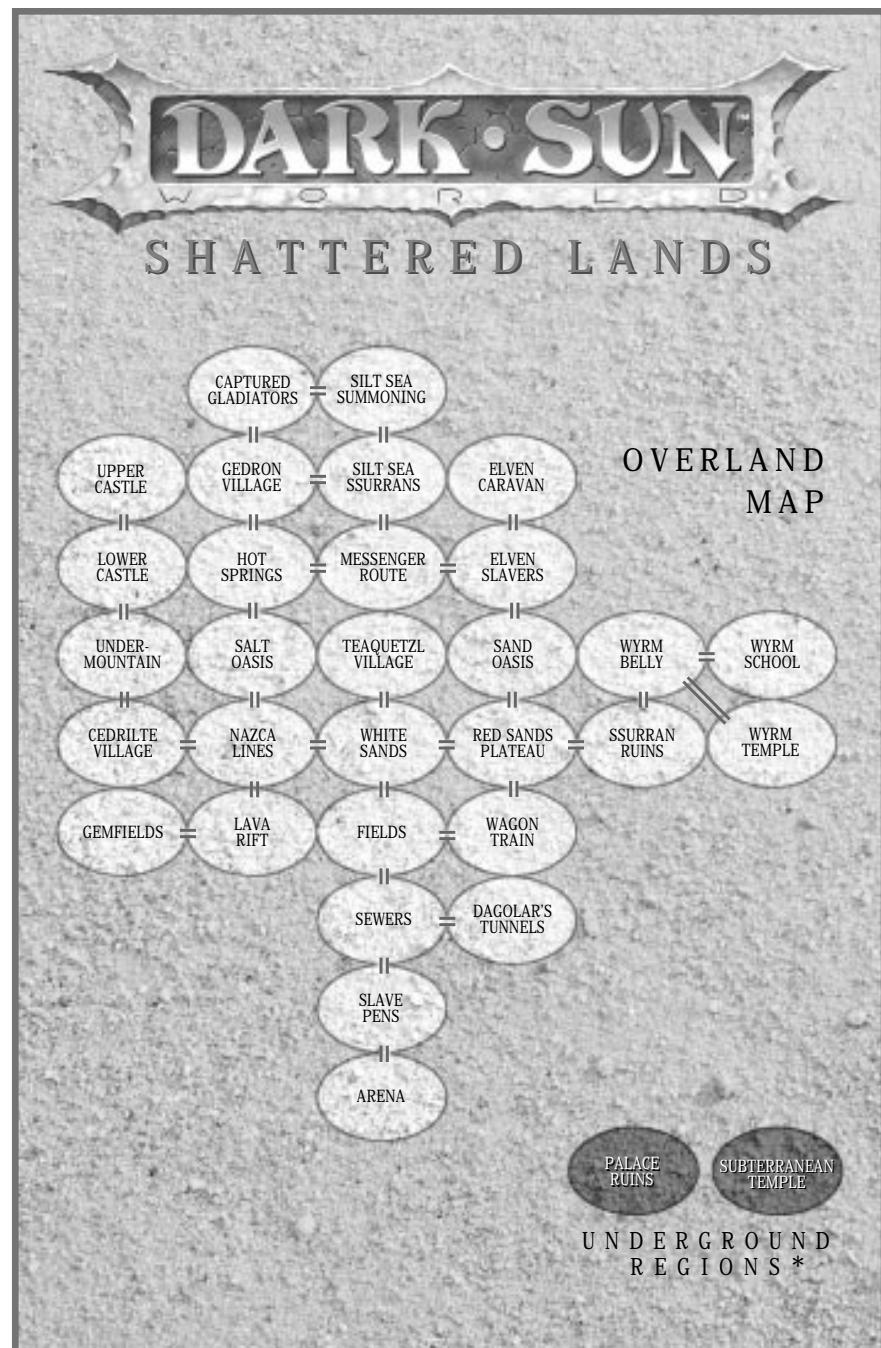
It's best to *throw* just about everything you've got at wyverns, for it is very risky to get in range of their poisonous sting. If your character gets hit and fails to make a save vs. poison, he or she will die. This is most inconvenient in the heat of combat.

XORN

These creatures are immune to fire and cold-based attacks, both magical and normal. Have your fighters move up and engage in melee. Your weaker characters should stay back and cast ranged spells or use ranged weapons. The xorn don't move quickly so the characters in the back should have nothing to fear.

ZOMBIE

Zombies are easily dealt with. Have your cleric use his or her turn undead ability to ward them away.

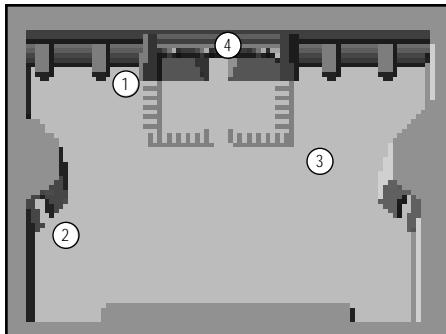


* You can reach the Palace Ruins through Tequetzl after helping Cedrilte, Gedron, and Tequetzl ally with each other. You can also get there through Tequetzl if you kill everyone in Cedrilte and Gedron (although this is NOT recommended). Reach the Subterranean Temple by using a rope on the bridge in the Wagon Train region, or by climbing down the wells in Cedrilte, Gedron, or Tequetzl.



*** ADVENTURERS' GUIDE ***

The following pages contain detailed descriptions of the people and places to be found outside of Draj. This guide helps you decide just where to look for that one last item you need, or who to speak to for that last clue. It also warns you of potential dangers you may come across during your travels.



★ ARENA ★

SYNOPSIS

The Arena is made of red bricks and has a sand floor. It is surrounded by crowds that cheer for the gladiators. Blood is spilled here almost constantly in order to feed the sorcerer-king's power. Your party may battle any of the following monsters in the Arena: bulettes, daggorans, defilers, dune reapers, fire eels, thri-kreen, mastyrials, mountain stalkers, otyughs, renegade halflings, sand howlers, screamer beetles, silt runners, red slaad, half giants, sligs, strines, tohr-kreen, wild muls, xorns, and rampagers.

NON-PLAYER CHARACTERS IN THIS REGION

* Announcer

LOCATION 4 — This is the announcer for all the fights in the Arena. He announces the upcoming fights for the crowd, heckles the gladiators to amuse the crowd, and controls the monsters for the fights. If you insult the Announcer, he summons more monsters for you to fight. If you insult Tectuktitalay when you talk to him, after the third fight, he will call for very large monsters to be brought in. Unless you've gone up at least one level, or are very confident, do not do this. The monsters will all be quite large and tough.

* Semyon

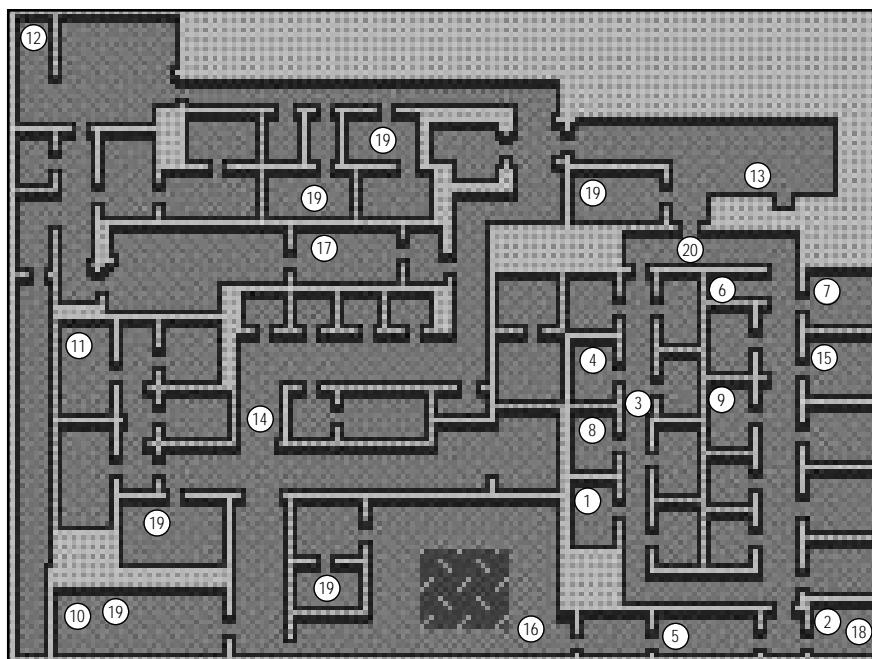
LOCATION 3 — Semyon is a former gladiator who was tied up as a lesson to other gladiators who lose fights. He was left to die from lack of food and water or from a blow from either a gladiator or monster. He can give you the location of a gem if you untie him and give him water.

* Venyz

Venyz is a second slave who was staked out in the Arena. However, he is beyond help.

LOCATIONS AND EVENTS

- 1 In fights with big monsters, this corner is a great place to put mages or fighters who are low on hit points. The opening is too small for the larger monsters to fit through.
- 2 Approach this west exit when fighting with Scar once you agree to escape with him. You will have the option to escape, but the alarm is sounded. If you change your mind before leaving, just say "no" to the "Do you continue down the tunnel?" question; the alarm will then be cancelled.
- 3 Semyon is hung here between two poles. Get the water pot in the Slave Pens (location 6) or buy one from Kurzak and fill it with water at Dinos' sink (Slave Pens, location 2). Give the pot to Semyon and he revives. Once you cut him loose, he will go into the holding area. If you talk to him after talking to Mirlon, he tells you where he hid his gem. If you talk to him before a fight and after letting him join the Veiled Alliance, he will fight one fight with you in the Arena, then leave.
- 4 You can talk to the Announcer before and after fights. If you like a real challenge, choose the "I spit in Tectuktitalay's face" option; after your third fight, the Announcer will be quite sure to send the big monsters out! But, to avoid trouble, just be polite and tactful.



* SLAVE PENS *

SYNOPSIS

The Slave Pens are a maze of little rooms made of brown brick walls. There is a big fountain to the south constructed by the templar to show his power to all who visit the pens. To the east are the gladiator pens and to the west are the monster pens. The kitchen is found in the northwest corner, and the templar Pehtul has his room in the southwest corner. In this region are templars, half-giants, Drajian guards, and mountain stalkers.

NON-PLAYER CHARACTERS IN THIS REGION

* Scar

LOCATION 1 — Scar is a gladiator in the Arena. He won the title “King of the Pens” by fighting a large group of mountain stalkers with his gang and winning. Scar was captured and forced to fight in the Arena to please King Tectuktitalay. Once you’ve proven yourself in the Arena, Scar offers to escape with you. You must fight five times in the Arena before he will consider it, though. (The party’s first experience in the Arena counts as one visit, then the party must return for four more visits.)

Note that for the purpose of experience as a gladiator, Scar and Merzol recognize how many *times* the party *visits* the Arena (and fights at least one battle), *not* how many battles they fight in one visit.

* Trustee

LOCATION 3 — The trustee is an old gladiator who can no longer fight. He walks the cells doing odd jobs and cleaning up. He used to be a guide in the wilderness, but was captured and forced to fight in the Arena. One day a mountain stalker broke loose and he killed it, saving the main guard’s life. Now, he’s allowed to stay even though he can no longer fight in the Arena. He will let you see Dinos if you ask.

* Dinos

LOCATION 5 — Dinos is a slave in the pens who does the cooking for everyone. Dinos was arrested by a templar when he accidentally fed bad food to him. Although he was put in the pens to fight in the Arena, once another templar discovered what a good cook he was, he was assigned cooking duty. Dinos can heal Gilal for you once her head begins to hurt her.

* Merzol

LOCATION 7 — Merzol is a gladiator who would be “King of the Pens” if he was smarter. He and his gang are not as organized as Scar’s. He was captured and forced to fight in the Arena to please King Tectuktitalay. He will escape with you if you fight in the Arena three times, but his plan is much more straightforward and risky. (The party’s first experience in the Arena counts as one visit, then the party must return for two more visits.)

Note that for the purpose of experience as a gladiator, Scar and Merzol recognize how many *times* the party *visits* the Arena (and fights at least one battle), *not* how many battles they fight in one visit.

* **Mirlon**

LOCATION 8 — Mirlon is a gladiator who is very vain. He claims to come from a rich family, but no one knows if it's true. He was arrested and forced to fight in the Arena. The templar promised to release Mirlon if he brings any potential escapees directly to the templar's room.

* **Gilal**

LOCATION 9 — Gilal is a gladiator who tried to escape once and paid for it with her memory. She can't think about escape now without having severe head pains. She was captured and forced to fight in the Arena, but hasn't fought since the escape attempt. If you get Dinos to heal her, she will tell you how she escaped.

* **Templar Pehtucl**

LOCATION 10 — Templar Pehtucl is in charge of the Slave Pens. He makes sure everything runs smoothly and that there's always a fight going on in the Arena. He'll offer to let you escape if you'll follow him, but instead will lead you into an ambush.

* **Kurzak**

LOCATION 13 — Kurzak is the main guard in charge of the pens. He was given his post by the templar and is determined to serve it well. Although he will take a bribe, he won't give you anything for it. He will let you go through if you're with Mirlon, but otherwise, he will do his best to kill you if you try to escape.

* **Bonecrusher**

LOCATION 13 — Bonecrusher is a half-giant and a monster trainer. If you take too much time getting to the door of the pens, he is sent to retrieve you to fight in the Arena. If you kill or ignore Bonecrusher, the templar sets off the alarm.

LOCATIONS AND EVENTS

- 1 Scar, the "King of the Pens" is here. If you talk to him after five visits to the Arena he agrees to escape with you. Once you make it to the Arena with him, escape through the west door.
- 2 Dinos' sink can be used to get water. Once you have the water pot (Slave Pens, location 6), use it with the sink and you get a full pot of water.
- 3 The trustee paces the pens. If you talk to him while no more than three paces away and you have a thief as the party leader, you get the option of picking his pocket. Once you do this, you get the key to Dinos' room. Talk to the trustee to get information about the people in the pens.
- 4 This is a room haunted by a zombie. If you knock on the door then enter the room, the zombie will enter and close a secret door behind himself. Once you kill him, you can use the button on the north wall to open the secret door. Inside the next room you will find some arrows+3, a gem, and scale armor.
- 5 Dinos is the cook for the Slave Pens. He gives you information about people in the pens if you talk to him. He also heals Gilal after she screams in pain if you take him to her.
- 6 The empty water pot found here can be filled with water (Slave Pens, location 2), then taken to the Arena and used to revive Semyon.
- 7 Merzol is the leader of a gang of gladiators. He helps you escape north from the Slave Pens after you've had three visits to the Arena. If you decide to kill him, look at the haystack in his cell to find some ceramic pieces.
- 8 Mirlon has been bribed by the templar to lead escaping prisoners to him. If you give him either the gem found in the haunted room or Semyon's gem (which can be found in the first pot you break), he leads you to the templar. If you decide to go with him, and accept the templar's offer, you can then kill the templar without setting off the alarm.
- 9 Gilal is a gladiator who escaped recently but was recaptured. Now, she cannot even think about escaping without experiencing great pain. If you talk to her about escaping, she screams in pain. Once she does this, you can bring Dinos to heal her. After she is healed, she tells you how she escaped and gives you information about the world outside the pens.

10 Templar Pehtul agrees to let you escape when you get to him. If you follow him, he gives you some poison guavas and takes you to an ambush set up by the fountain. Once here, you can kill him and the remainder of the guards without setting off the alarm. Check on his body for *Bloodwrath*, a sword+1.

11 There is a secret door here that is activated by pushing a button on the north wall. First, you must break down the door to the mountain stalker pen and kill the monster. You can then go for the button and the northwest corner of the Slave Pens.

12 This is a sewer grate that can be opened and used to escape down to the Sewers. Either walk over the grate or "use" the grate. You will then have the option of ripping or hacking it open, or of picking the lock if you have a thief. If you don't at first succeed, try and try again.

13 Follow Kurzak to and from the pens when fighting in the Arena. You can buy an empty water pot from him, but it would be better to get the one in the pens. He takes bribes from you, but no amount will make him do anything for you. If you are with Mirlon, he lets you through, but this is because he knows Mirlon is working for the templar.

14 This clay pot can be broken with an arrow to distract the guard. You can then run around the corner without him seeing you. Don't start running until he's gone to check on the pot or he'll catch you in the act.

15 Use this campfire ring to rest, heal, and regain your spells. If you rest twice, it will be time for you to fight in the Arena. Remember that every time you rest, eight hours pass. If Kurzak calls you, and you keep him waiting for too long, he will assume the party is trying to escape and sound the alarm.

If you search the haystack here, you'll find some random items. Although you may sometimes sustain damage, you can also find gems in the stack.

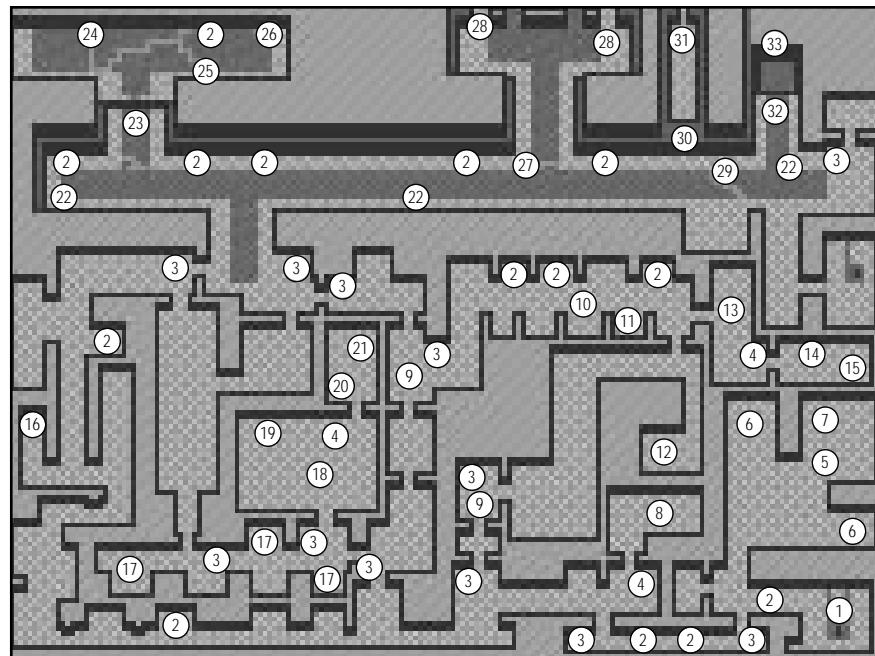
16 This guard can be killed without setting off the alarm. The water drowns out his voice.

17 This is the armory. Be sure to look in the weapons rack for some new weapons. You can find some polearms and a steel axe here.

18 Pots lie on the ground at these locations. The first time you break one of these pots, you find Semyon's gem.

19 Look in the boxes here to find treasure. Take all the boxes with you to carry excess items. The wardrobes here sometimes have gems in them, and the junk sometimes has *arrows+1* in it.

20 Knock on this door to get into more Arena fights. If you say "Take me to the arena! I want to fight," you will be transported directly to the Arena. When escaping with Mirlon or Scar, go to this door and knock on it to get Kurzak's attention.



* SEWERS *

SYNOPSIS

The Sewers are a maze of tunnels which run beneath the city of Draj. In the north end of the Sewers, flushing tunnels empty into the fields, while the southern tunnels are narrow with many flood-control gates. Despite its unsavory atmosphere, the Sewers are inhabited by tari, a race of rat-like people. Tyrian slimes and sligs are also quite common in the Sewers.

NON-PLAYER CHARACTERS IN THIS REGION

* Low Warren Thugs

LOCATION 1 — The thugs are Churrr's henchmen. Every community has low-life, and Churrr's thugs fit the bill for the Sewers. These scum are quick to bully and quicker to be intimidated. The thugs have information about the high warren chief's daughter and the entrance to Dagolar's tunnels.

* Churrr

LOCATION 5 — Churrr is the beady-eyed controller of the low warrens. Churrr is jealous of the power others have and will do anything to gain control of the Sewers. However, he and his thugs are too weak to accomplish anything on their own, and have become pawns of Mikquetzl. Churrr kidnapped the high warren chief's daughter for Mikquetzl. When Churrr meets the party, he sees an opportunity to use it to take control of the high warrens and is not above begging or playing on the party's pity to get what he wants. Churrr buys bags of grain from the party or trades pieces of leather armor. He also has information about Mikquetzl and his worshippers, and the high warrens.

* High Warren Guard

LOCATION 9 — The guards are tari warriors charged with protecting the high warrens. With Mikquetzl and Churrr trying to take over the high warrens, the need for protection, as well as caution, is great. The guards will lead the party to the high warren chief if they manage to overcome their distrust. If the party cannot earn that trust, there is no way to enter the high warrens except by force.

* High Warren Tari

LOCATION 10 — The high warren tari make up the common populace. The high warren tari are content with their lives in the Sewers and do not understand the party's adventuresome spirit. They are friendly and open, however, and have information about: their chief and his daughter, the Elders, and the Sewers in general. The tari's lives revolve around the Skull Temple, which houses the Elders and their sole treasure, the *Staff of Parting*. The high warren tari can tell the party where to find their chief.

* High Warren Chief

LOCATION 12 — The high warren chief is a tari warrior who leads the other high warren Tari. The high warren chief is a bold and intelligent sort . . . for a ratman. He is highly distraught over the kidnapping of his daughter, but is powerless to do anything about it. Up until Mikquetzl came to the Sewers and disrupted life there, the chief was a very capable leader. Some say he is destined to become an Elder. The chief possesses the *Helm of Contemplation*, which he offers to give to the party in exchange for rescuing his daughter.

* **Skull Guardians**

LOCATION 13 — The skull guardians are tari who were changed by Dagolar. The skull guardians are proud of their duty to protect the Elders, and of the changes Dagolar has wrought with their bodies. They take their duty seriously and will not back down to any threat, no matter how overwhelming. The skull guardians may give the party a bone crank which they can use to turn the broken wheels in the Sewers, as well as grant the party permission to seek the wisdom of the Elders.

* **Elder**

LOCATION 15 — The Elders are the animated skulls of the tari's past leaders. When great leaders of the tari die, their remains are taken to Dagolar, who uses them for experimentation. He returns the skulls with memories intact, and these are revered by the tari and provide guidance in times of crisis. The Elders are haughty and well-pleased with their limited wisdom. The Elders can give the party permission to take the *Staff of Parting* without suffering any consequences. The Elders also instruct the party on how to escape the Sewers through the secret exit, and how to reach Dagolar's Tunnels.

* **Mikquetzl**

LOCATION 18 — Mikquetzl is a disgraced templar who now rules over a rag-tag group of tari worshippers. Mikquetzl was a templar of Tectuktital before he was disgraced by a slave uprising. Sentenced to die in the Arena, Mikquetzl's few remaining allies freed him from the slave pens, hoping to kill him before he implicated them. Mikquetzl escaped, however, and descended into the Sewers where he teaches the tari to worship Tectuktital in order to build a fanatical army. Once he is strong enough, he plans to send his tari into the streets to sweep away his enemies. He expects that this will impress Tectuktital and thus vault him into a senior position. Mikquetzl had the low warren thugs kidnap the high warren chief's daughter and plans to sacrifice her to Tectuktital once her usefulness is at an end. He also possesses the *Chameleon Gloves*.

* **High Warren Chief's Daughter**

LOCATION 21 — Kidnapped by Churrr's thugs and handed over to Mikquetzl as a sacrifice for Tectuktital, the chief's daughter is plucky and anxious to return to the high warrens to warn her father of an upcoming attack on the Skull Temple.

* **Worshippers**

LOCATION 17 — The worshippers are tari who have become fanatic followers of Mikquetzl. The worshippers had been in awe of humans ever since Mikquetzl came and gave them his perverted religion. Mikquetzl's schemes have given these tari purpose, and their recent raids have provided them with food. The worshippers can tell the party where to find Mikquetzl.

LOCATIONS AND EVENTS

- 1 Several low warren thugs wait here for any weakened slaves coming from the pens. They attempt to bully the party into paying them or giving them equipment. The party can easily intimidate them by refusing to pay and/or threatening them. The party should not give in to the thugs — if they do, Churrr will have no respect for them and will call the city guards. The thugs are also as dull as they are weak, and the party can pump them for information about the Sewers and the high warren chief's daughter.
- 2 The party can search the sewer holes at these locations for random treasure.
- 3 The wheels at these locations control the nearby doors.
- 4 The wheels at these locations are broken and require a bone crank to turn.
- 5 Nest Master Churrr is at this location. Unless the party was passive with his thugs, Churrr calls the city guards. However, if the party has earned his respect, Churrr tries to convince them to join him in an attack on the high warren. Agreeing to this earns the high warren's enmity and makes it more difficult for the party to defeat Mikquetzl.
If the party gains proof of Churrr's part in the kidnapping, he fears for his life and tells the party about Mikquetzl and the kidnapping.
Churrr will buy bags of grain from the party or trade pieces of leather armor. He also has information about Mikquetzl, his worshippers, and the high warrens.
- 6 Churrr's thugs are at these locations.
- 7 Churrr has hidden a ring in this sewer hole. He objects if the party tries to take it, but does nothing if the party is aggressive.
- 8 Hidden in the pile of junk at this location is a chest containing gems and a scroll which tells of Dagolar and the *Staff of Parting*.
- 9 Tari guard the gates to the high warren at these locations. The guards are suspicious and do not allow the party into the high warrens unless the party is friendly and explains who they are truthfully. The high warren chief needs help to recover his daughter, so the party can offer to help and gain instant entry to the high warrens. If the party joined Churrr and his thugs, the guards will not entertain any thoughts of letting the party in until it eliminates Churrr and his gang.
- 10 The high warren tari live here. They are friendly and open and have information about: their chief and his daughter, the Elders, and the Sewers.
- 11 A fire ring lies on the floor. The party can rest here.
- 12 The high warren chief is at this location. He pleads with the party to rescue his kidnapped daughter, offering the party treasure in return. Believing that Churrr is responsible, he sends the party to the low

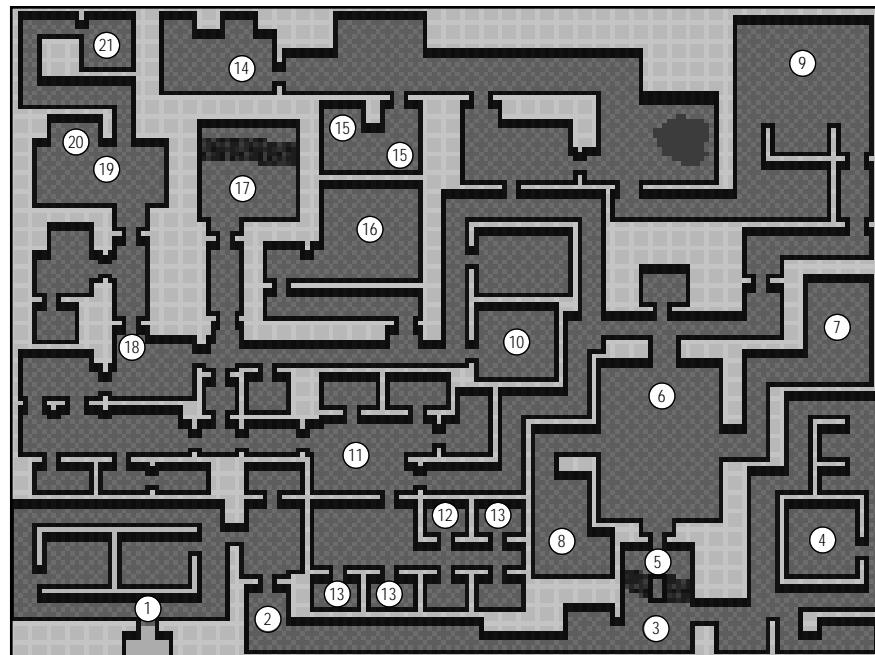
warrens. The chief is worried about Mikquetzl and his worshippers and tells the party about them. His fears are well-grounded, for when the party returns from its encounter with Mikquetzl, the worshippers launch an attack on the Skull Temple. If the party has successfully returned the chief's daughter to the high warrens, they should keep an eye on her and protect her. She is plucky and rushes into battle even though she is weak and weaponless, making her an easy target for the worshippers.

Once the party has repelled the attack on the Skull Temple, the chief gives the party the *Helm of Contemplation*. The chief also informs the party that the Elders will help the party escape the Sewers.

- 13 This is the antechamber to the Skull Temple — it is as ornate as the tari can manage. The skull guardians here allow the party to enter if they promise to be peaceful. Any violence here causes the entire high warrens to attack the party. The guardians tell the party about the temple and the Elders. After the party repels the worshippers' attack, the guardians instruct the party to seek the wisdom of the Elders, who can help them find an exit from the Sewers.
- 14 The *Staff of Parting* is hidden in the sewer hole at this location. Any attempt to take it before the Elders grant the party permission brings down the wrath of the entire high warrens.
- 15 This is the inner sanctum of the Skull Temple where the Elders dispense their wisdom. The Elders refuse to speak to the party unless they have proven their worthiness by defeating the worshippers. The Elders are haughty and the party gets much more information if they flatter the Elders. The Elders are also jealous of their limited wisdom and it often requires repeated questions to get them to answer fully. Under no circumstances will they admit to not knowing something. Once the party successfully defends the temple from the worshippers' attack, the Elders instruct the party on how to escape the Sewers through the secret exit, and how to reach Dagolar's Tunnels. They allow the party to take one of the offering bowls, which, if used, provides directions to the exits as the party travels through the Sewers. They also grant the party permission to take the *Staff of Parting* from its hiding place at location 14.
- 16 The party finds a scroll of *enlarge* in a sewer hole.
- 17 Mikquetzl's worshippers are at this location. They have an awe of humans since Mikquetzl came and gave them his perverted religion. The party can easily convince them that the party has business with Mikquetzl. The party is then directed to Mikquetzl's temple. The party may also fool the worshippers by pretending to worship Tectuktital. If the party is hostile or derisive of Tectuktital, the worshippers attack fanatically.
- 18 Mikquetzl is in his temple exhorting the worshippers. He hails the party as they enter, even if they have been slaughtering the worshippers. (He sees the tari as inferior tools.) Mikquetzl is quite insane and reveals his plans of

destroying the high warrens and returning to power as one of Tectuktital's templars. His unstable mind makes talking with him a dangerous proposition. If the party is subservient, Mikquetzl will destroy the high warrens, then get rid of the party at his earliest convenience. If the party defeats Mikquetzl, they find the *Chameleon Gloves*, an orange pear, and a guava on his body.

- 19 A bone crank which turns the wheels at locations 4 is on the floor.
- 20 At the foot of the bed is a box containing a steel sword, a gem, a scroll of *color spray*, and Mikquetzl's note explaining his plans to destroy Dagolar.
- 21 The high warren chief's daughter has been tied up and left here. She tells the party about Mikquetzl and his plans. She also warns the party of the worshippers' forthcoming attack on the Skull Temple. The party gains experience when she is released. The party should be careful not to let her fall too far behind when she is following, or else she is likely to fall prey to Tyrian slimes.
- 22 Tyrian slimes frequent these areas of the flushing tunnels.
- 23 If the party leader is a thief, the party can scale the wall at this location.
- 24 The party finds a large gem in this sewer hole.
- 25 A red slaad awaits the unwary, attacking the party with a terrifying roar.
- 26 A steel axe+1 is hidden in a sewer hole.
- 27 If the party did not dispatch templar Pehtucl in the Slave Pens, he and his personal guard are searching for the party at this location.
- 28 City guards frequently search the main outflow to the fields. If the party attempts to escape the Sewers through the main outflow, they face stiff opposition as many guards file into the Sewers. The guards in the fields beyond have also been warned, and have called for reinforcements.
- 29 There is a secret lever in the sewer hole at this location. The lever has been booby-trapped, releasing a poisonous gas cloud if the party has not been told how to disarm it by the Elders at location 15. Pulling the lever opens the secret door at location 30.
- 30 The wall at this location is actually a secret door opened at location 29.
- 31 This is a small opening to the fields outside of Draj. The party can escape the Sewers here without alerting the city guards.
- 32 A small collection pond is located here. The party can use the *Staff of Parting* to drain the pond, revealing the entrance to Dagolar's Tunnels.
- 33 A small grate can be seen in the wall at this location before the collection pond is drained. Examining it, the party hears the screams of tortured souls suffering in Dagolar's Tunnels. Once the pond is drained, the entrance to Dagolar's Tunnels is opened, allowing the party to enter if they so wish.



* DAGOLAR'S TUNNELS *

SYNOPSIS

Dagolar's experiments are performed in his tunnels, where no one can hear the screams of his victims. His cruelty is evident in his twisted creations and the upkeep of his domain. Feared by all, Dagolar's name is whispered in horror stories, scaring both the young and old. Your party will find themselves battling Dagolar slimes, shadows, and zombies.

NON-PLAYER CHARACTERS IN THIS REGION

* Dagolar

LOCATION 19 — but also varies (see below)

Dagolar is a 20th-level human psionicist. He works in the tunnels, experimenting with new ways of torture and cruelty. There are many different ways that you can meet Dagolar in this region. Sometimes you will encounter his fakes before you actually confront Dagolar himself. Note that once you enter the Door of Eyes, you cannot leave until Dagolar is destroyed. On Dagolar's body you find: the *Living Cloak*, *Dagolar's Dagger*, *Dagolar's Wand*, a *lemon*, and *orange grapes*.

* Mow (Master of Watergate)

LOCATION 2 — Mow, one of Dagolar's "fakes," is a Ratman with 9th-level psionic ability. He is also the watcher of the gate and the feeder of the slimes. Dagolar put him in charge of this after Mow accidentally wandered in here from the Sewers — or so he tells you. When Mow is following you, "looking" at many of the objects in the area prompts Mow to tell you something about them. Of course, Mow knows so much because he is Dagolar.

* Keldar

LOCATIONS 6, 9, 19 — Keldar is an 8th-level human templar. Keldar is a zealot of Dagolar, and has vowed to protect him and maintain the tunnels while Dagolar is busy. Unfortunately, being around Dagolar's twisted creations has warped Keldar's mind. What little of it he has left is concentrated on filling his book with the names of all the people who have died at Dagolar's hands. If you can kill Keldar in one shot (by disintegrating him, for example), he does not teleport to his next location, and he won't summon his creatures for a fight. If you don't succeed at killing him in one blow, you go right into a fight.

* Jake

LOCATION 12 — Jake is a 9th-level human psionicist, and was an assassin under a Drajian templar who, like many of the people in Draj, both feared and respected Dagolar. Jake was ordered to go into Dagolar's domain and put an end to all of Dagolar's madness. Unfortunately, Jake never got to kill Dagolar — he was discovered and thrown into a cell. In reality, Jake is just another one of Dagolar's fakes. Jake, like Mow, will also give you information throughout the region when you look at or use things. He only appears if Mow has somehow died before you meet or expose Dagolar.

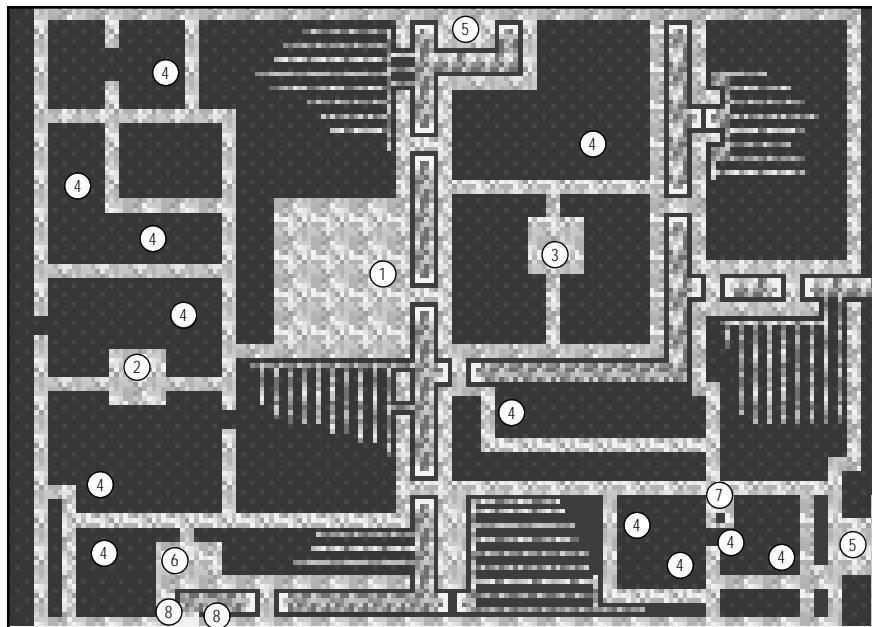
* Goburnix

LOCATION 10 — Goburnix is Dagolar's brother, turned into a zombie. Goburnix and Dagolar led very different lives. While Dagolar was sadistic and cruel, Goburnix was kind and generous. Throughout their lives, the two brothers had grown farther and farther apart. Dagolar finally vanished, and Goburnix pursued his own goals. Over time, Goburnix began hearing his brother's name whispered of in relation to stories of torture and murder. He realized that he must go to his brother and talk him out of his madness. Goburnix had the gift of always being able to see through his brother's illusions, and he hoped this would help him in reaching Dagolar. Goburnix will, if you let him, follow you around, so that may bring him to his brother. If you look at the flame arch with Goburnix following, he opens it for you. Bringing Goburnix to Dagolar allows the brothers to meet for one last time.

LOCATIONS AND EVENTS

- 1 Four Dagolar slimes patrol this area, and attack when they see you.
- 2 This is where you first meet Mow, the master of Watergate.
- 3 Four zombies are guarding this location.
- 4 Four guards are in this room. You need the *hound's head* necklaces from them in order to pass the Door of Eyes (location 5).
- 5 The Door of Eyes protects Dagolar's domain from outsiders. If you're not wearing the *hound's head* necklaces when you approach, you take 51% of your hit points in damage. Wearing the necklaces allows you to open the door without taking damage. Note that everyone must be wearing them. Once you pass through this door, it closes behind you and you are locked in until you kill Dagolar.
- 6 This is where you will first meet Keldar, Dagolar's templar. If you don't kill him before you talk to him, he'll teleport to location 9 and await you there. Attacking Keldar immediately triggers the fight (unless you kill him with one hit). The fight consists of three Dagolar slimes, two shadows, and four zombies.
- 7 A nightmare tapestry hangs on this wall, eternally torturing some poor soul.
- 8 Dagolar's enemies have been fused into these statues, where they suffer eternally in each other's anguish. Some of the statues are more observant than the others and try to warn you that Dagolar is nearby.
- 9 If Keldar vanished from the Sculpture hall, he awaits you here in the torture room. Once again, if you talk to him or attack him, he'll call his minions and teleport away. If he does teleport away, you'll meet him next at location 19. The monsters in this fight are identical to those in the fight at 6.

- 10 Dagolar has imprisoned Goburnix in this room after turning him into a zombie. Goburnix follows the party if you let him, and will expose Jake or Mow as Dagolar if one of them is waiting outside the room.
- 11 More of Dagolar's guards are stationed here.
- 12 If Mow has died in some way or another, Jake will be here (before Dagolar is defeated).
- 13 These are Dagolar's prisoners.
- 14 If you take the powder over to the tank and mix it, random things can happen. You may get friendly or hostile Dagolar slimes or zombies. Three zombies guard this room.
- 15 If you get too close to these animals, they'll lash out at you.
- 16 If you place a slime jar on the circle, then have a spellcaster read the book, you can create Dagolar slimes. Although hostile, they're a good source of experience points.
- 17 Two shadows inhabit this room.
- 18 There are four ways through this gate. You can jump through it (26% chance), have Goburnix trigger the plate, summon a water elemental, or get four of the heavy bones found throughout the tunnels and toss them on the pressure plate.
- 19 If you didn't kill Keldar in any of the previous fights, he will be here to confront you for the last time. If Dagolar is not here, Keldar summons five Dagolar slimes to fight with him.
If Goburnix is following you, and you exposed Dagolar, Dagolar will be waiting here for you. He summons ten Dagolar slimes. If Dagolar is not here, a fake waits for you in his private room (location 21), which summons five Dagolar slimes.
- 20 This device produces random effects, most of which are harmful to your party. If Dagolar or the fake Dagolar is in the room, there is a 50% chance that the organ will destroy the fake, or release the spirits from Dagolar's creations (which will destroy Dagolar).
- 21 If you didn't meet Dagolar in the sanctum, a fake will be here to attack you. There is a chest in this room that contains a *wand of missiles*, a scroll of *mirror image*, a psionic bracelet of project force, and a *lemon*. After Dagolar dies, a fire ring appears here.



* FIELDS *

SYNOPSIS

Workable soil is a rarity on Athas, and these fields are highly prized. The outflow from the Sewers gives the soil the nutrients it needs to make crops flourish. Slaves till the land and collect the fruit — closely watched by the guards, of course.

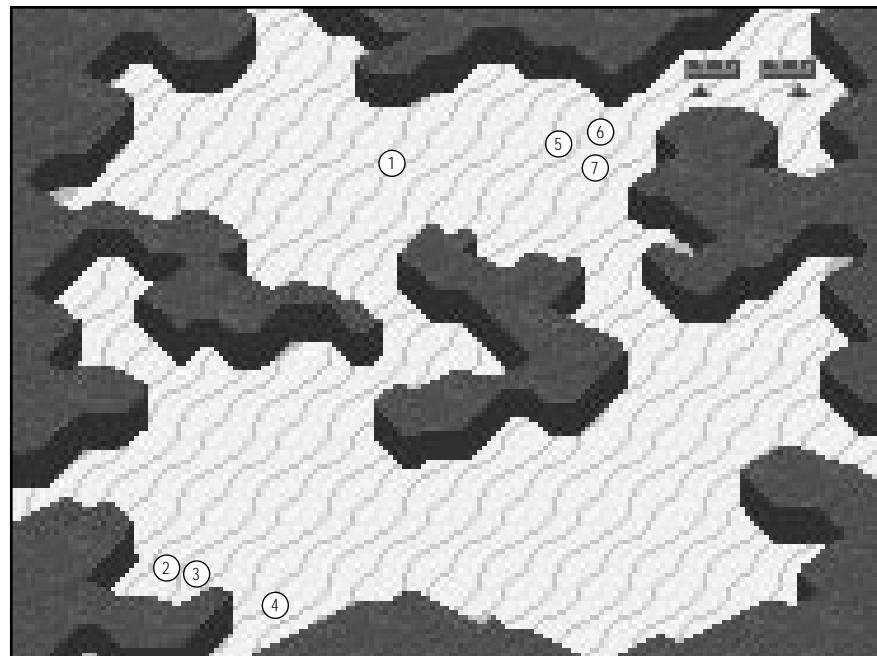
NON-PLAYER CHARACTER IN THIS REGION

* Old One-eye

LOCATION 1 — Old One-eye is a 4th-level fighter and the oldest slave in the fields. He is highly respected by the other slaves. Once an adventurer, he realizes his days of adventuring are over, and is now content to work in the fields. If the party is nice to One-eye, he offers to help them escape from the fields. There are two ways to do this — choose either method. If you wish to exit by the gate, you must first kill all of the guards. Once you have done this, One-eye gives you a scroll of armor.

LOCATIONS AND EVENTS

- 1 Old One-eye stands basking in the sun.
- 2 This serf buys items you have found and can sell fruit to you.
- 3 This serf gives you a gem which can be placed in the obelisk.
- 4 Serfs work the fields.
- 5 A group of guards protect each of these exits from the fields.
- 6 The gem obtained from the serf at location 3 activates this obelisk for use with *Llod's rod*. (See Teaquetzl Village for more information.)
- 7 This leads you back to the hidden exit from the Sewers.
- 8 Entering to either side of this takes you back into the Sewers.



* WHITE SANDS *

SYNOPSIS

This region is a sandy waste between the Drajian fields and the village of Teaquetzl. Here is where you will fight the Drajian army when they march into the wastes. Before the finale, there is an 80% chance of encountering wandering monsters in this region. Afterward, there is a 100% chance.

NON-PLAYER CHARACTERS IN THIS REGION

* Laussa

LOCATION 1 — Laussa left her previous tribe due to dissent and is now wandering the wastes, looking for a new tribe. In order to get the *Ring of Steadfastness* from Laussa, you must find her a new tribe. This is done by going and talking to Ssovan in the Nazca Lines region. Then, you can go to Laussa and tell her about the new chief. It doesn't matter if you've talked to Laussa beforehand. If you're not greedy, she will thank you and leave for the new tribe. Once she leaves the area, go to the Nazca Lines area, and she will be there. Talk to her, and you can get the ring, which gives the wearer a +3 to Constitution. Killing her will not get you the ring.

* Egrus

LOCATION 2 — Egrus is somewhat paranoid, and always felt unsafe in the slave villages, worried about the Drajian soldiers one day finding him. Thus, he has moved out of the village of Teaquetzl, and into the wastes. He happened across the dead messenger, and read the news about the invading army. Since then, he convinced himself that the Drajian army is going to destroy all of the slave villages, and is resigned to not tell anyone, because it will "just be easier that way." He will tell you the direction of Teaquetzl and re-affirm that the army is soon going to roll into the wastes.

LOCATIONS AND EVENTS

- 1 Laussa wanders the northern part of the map, so use your overhead map to find her.
- 2 Egrus stays around his camp unless you read the scroll on the body. If you do that, he will come over to you.
- 3 A fire ring lies on the ground. This will be here until the final battles, then it will disappear.
- 4 There is a scroll on this body that tells you about the armies massing against the slave villages.
- 5 Final Battle #1 — Summoned Monsters

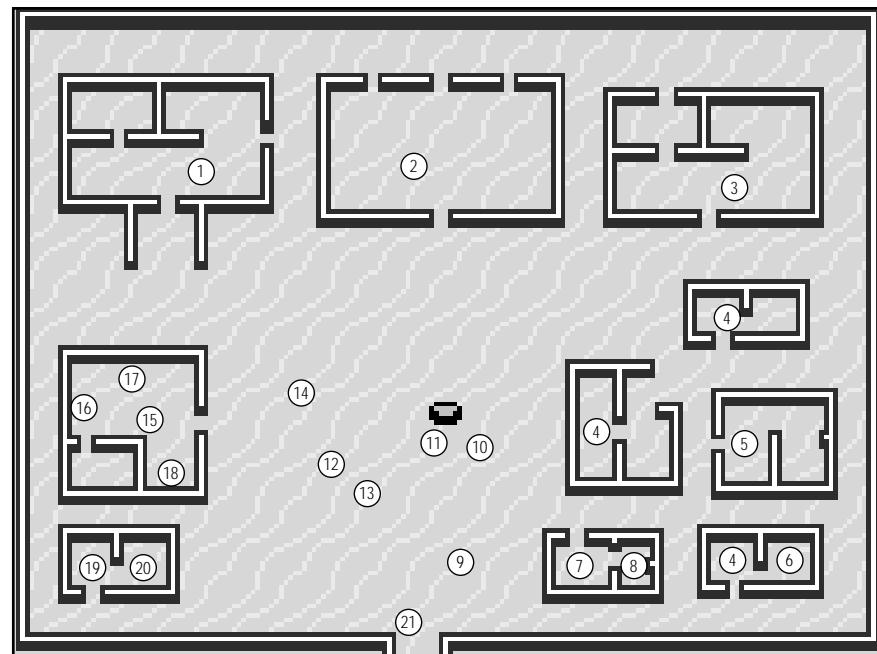
This fight takes place if you've: killed everyone in Teaquetzl, left the ruins without getting the Genie, or didn't wish for the shadow army from the Genie after getting him. The entire fight is against summoned and wild creatures, and is quite tough. The fight consists of: vrock, black mastyrials, rampagers, water elementals, and earth elementals. There are three of each.

6 Final Battle #2 — Templar troops

This is the first fight if you've asked the Genie for help in the battle, or the second if you didn't. The most dangerous things in this fight are the Daggorans and spellcasters. Daggorans will detonate your items and possibly paralyze party members, so be sure to take them out quickly. After that, concentrate on the mages and psionicists. *Flame wall* and *haste* spells are good, and as an added bonus they will carry over into the next fight. If you've allied with the emigrants from the Wagon Train, stopped the raids on the Caravan, or killed the bandits in the castle, some of the troops will be diverted from you. The fight consists of: defilers [level 9] (4), psionicists [level 9] (4), daggorans (8), and city guards (12).

7 Final Battle #3 — Kraxis, the Drajian commander, and elite forces

The final battle. If you let Wyrmias leave Gedron village alive, he will participate in this fight (see Gedron Village). Regardless, this fight should be tough. Kraxis and his men are well-equipped and all of them have high statistics. The best strategy for this fight is to put up a *flame wall* so many of the enemies will take some damage before they reach you. The spells *blink* and *fire shield* also make a deadly combination. Of course, you should *haste* your party as well. The fight consists of: Kraxis [level 14], elite guard [level 12] (12), black mastyrals (3), defilers [level 9] (3), and Wyrmias or 2 more defilers and 2 psionicists [level 9]. Winning this fight will show the final cinematic and credits, then return you to the game, where you can continue to build up your characters.



* TEAQUETZL VILLAGE *

SYNOPSIS

Teaquetztl village is located in the middle of the sandy wastes outside Draj.

The only significant feature of this area is below the sand where an underground water source bubbles up and allows Teaquetztl to survive.

Before a visionary arrived to prophesy doom for all the slave villages in the desert, Teaquetztl kept to itself and did its best to avoid drawing the attention of Draj. However, the prophecy makes destruction inevitable. The village begins preparations for the war and the arrival of the band of heroes who will drive back the evil as foretold in the prophecy.

NON-PLAYER CHARACTERS IN THIS REGION

* Chahl

LOCATION 2 AND THEN LOCATION 1 — Chahl, who escaped slavery in Nibenay years ago, is the leader and founder of Teaquetztl village. He wanted to build a place where average people could live in safety from the templars who would otherwise enslave them. Chahl was a loyal slave in Nibenay until his master ordered him to sacrifice a child for the Shadow King. Instead, Chahl stole the child, Katura, and fled to the wastes around Draj where he raised Katura as his daughter. Chahl dotes on Katura and would do anything to ensure her protection. Some people in the village, most notably Lieutenant Kwerin, doubt his ability to lead, but none doubt his innate toughness.

* Lieutenant Kwerin

LOCATION 2 AND THEN LOCATION 3 — Kwerin is second-in-command in Teaquetztl village and has gained control over much of its day to day activities. Kwerin's strength is his shrewdness. (He once managed to buy his freedom with his master's own money, who was never the wiser.) Kwerin is a relative newcomer to Teaquetztl, and wants to turn the village into a major trade stop for caravans on their way to Draj. Kwerin would like nothing more than to take leadership of Teaquetztl, but he knows he is not strong enough to defeat Chahl. He is merely biding his time until old age takes care of Chahl for him. Kwerin does not believe the visionary's prophecy and is not inclined to help the party with information, or anything else.

* The Visionary

LOCATION 7 — The visionary is a halfling who was found half-dead in the desert. His prophecy of the slave villages' destruction is a rallying point for all. Though his body was healed from the ravages of the desert, his mind is still overwhelmed by the power of his vision. Chahl believed the prophecy and began preparing the village for a coming war. The visionary is difficult, if not impossible, to understand since he speaks in obscure metaphors and garbled references.

* Dominy

LOCATION 10 — Dominy was among the first settlers in Teaquetztl and is the well master for the village. He is the one who makes sure the well does not run dry. One could, therefore, say he is the most important person in the village, since there would be no village without the well. Dominy has, in fact, done such a remarkable job at keeping his well flowing that he and the bounty of Teaquetztl's water supply has become a local legend. Since all who live in or visit Teaquetztl come to the well, Dominy is one of the best sources for rumors and information about what is going on with Draj's army.

* Father Garyn

LOCATION 15 — Father Garyn is a cleric of water and tends to the villagers' health and spiritual well-being. Father Garyn was the one who healed Chahl from the injuries he suffered while escaping slavery, and has become Chahl's closest friend and confidant. If the party is seeking information about Chahl, Father Garyn is the one to talk to. Indeed, Father Garyn seems to befriend most people he comes in contact with, being one of the few people to take the visionary under his wing in friendship. Father Garyn is also friends with Linara, the healer in Gedron. He has promised to get her some extract of the pith of a ranike tree, and he asks the party to retrieve the pith from Notaku in the Red Sands Plateau region. Once that is done and the extract made, Father Garyn asks the party to deliver the extract to Linara in Gedron.

* Bowyer

LOCATION 12 (TARGET AT 13) — The bowyer is a small shop owner specializing in archery and ranged weapons. The bowyer will sell to the party before it has agreed to try to gather allies. He also has a small stash of magical arrows which he will give to the party if it displays remarkable archery skills. The party can do this by standing at least 14 paces from the target and hitting the center of the bull's eye.

* Armorer

LOCATION 19 — The armorer is a small shop owner specializing in armor and clothing. He also runs a forge in the back of his shop. The armorer will not sell to the party unless it has agreed to gather allies for Teaquetzl.

* Weapon Merchant

LOCATION 14 — The weapon merchant is a small shop owner who specializes in melee weaponry. The weapon merchant will sell to the party before it agrees to seek allies for Teaquetzl only if it claims Chahl sent them.

LOCATIONS AND EVENTS

- 1 This is Chahl's house. He comes here after the party agrees to gather allies, and the party can talk to him about more personal matters. If the party leader has a high Charisma, Chahl will be willing to talk about himself and his daughter Katura. The party can use this information at location 5 to gain experience when it talks to Katura.
- 2 The meeting hall is at this location. When the party first comes here, Chahl, Lt. Kwerin, and the council tell the party about the visionary's prophecy and ask it to help gather allies to fight Draj. Once the party agrees, Chahl and Lt. Kwerin return to their houses. Whenever the party

completes an alliance, it should return here and talk to the council, who can give the party the latest news on the Drajian army. The council also has the party's rewards sent to its room at location 5.

After the party has defeated the Drajian army, the council asks the party to become the leaders of Teaquetzl because Chahl was killed in the battle.

- 3 This is Lt. Kwerin's house. He comes here after the party agrees to gather allies. Lt. Kwerin does not believe the visionary's prophecy, and will sometimes feed the party false information. He sees the party as threat to his plans of making Teaquetzl a trade center.
- 4 These are the villagers' houses. The party can talk to them to see how the war effort is progressing and to get information about Teaquetzl. They are not inclined to talk to strangers, but will open up once the party has agreed to gather allies. The villagers include the carpenter, the charwoman, and warriors.
- 5 This is the party's house. A fire ring lies on the ground where the party can rest. The party's rewards can be found in the large chests along the north wall. When the party agrees to gather allies, it finds the sword *Swiftbite*, *arrows+2*, a *lemon*, and *white grapes*. When the party returns and informs the council of its alliance with Cedrilte, it finds the *Helm of Might*, *arrows+3*, a psionic bracelet of share strength, and a *red pear*. When the party returns and informs the council of its alliance with Gedron, it finds a scroll of *pebble to boulder*, *Phrain's Bow*, *arrows+2*, and an *orange*. The party can also find a gem in each of the small chests.
- 6 The party can also meet Chahl's adoptive daughter, Katura, here if it already met her in the Elven Caravan and either Chahl or Father Garyn told her that the party is who the prophecy spoke of. If the party tells her what it knows about her parents in Nibenay, they can gain experience by warning her against using magic rashly. She responds more favorably if the active character is a male human, elf, or half-elf.
- 7 A villager's pet weasel is at this location. Trying to open its cage will upset the villager.
- 8 This is the visionary's house. The party can talk to him and hear his prophecy first-hand. The prophecy's basic meaning is that an evil army will come to prey on the weaker villages, and only a band of heroes can stop the destruction. These heroes will forge alliances among the isolated villages and bring forth an army of shadows to drive back the evil.

Once the party has accepted its role as the heroes of the prophecy, the visionary will give the party *Llod's Rod*. This device enables the party to teleport between specific regions. In order for *Llod's Rod* to work, the obelisk

in the target region must be activated by placing the obelisk's corresponding gem in its center. This activates the obelisk and allows *Llod's Rod* to home in on its magical aura. However, *Llod's Rod* cannot work underground, or if there is a massive amount of magical energy being used in the area, such as when the Drajian army is summoning its monsters for attack.

The visionary also explains that the gem belonging to the obelisk in Teaquetzl was thrown down the village well.

- 8 There is a pile of fortune-telling bones at this location which the party may use. The carving on the nearby wall reveals whether the fortune is favorable or not.
- 9 An obelisk is located here; it allows the party to teleport to this location using *Llod's Rod* once the gem found at the bottom of the village well (in the Subterranean Temple) has been placed in the obelisk's center.
- 10 The well master, Dominy, is here, working on various improvements for the well. He is a good source of information regarding rumors about the Drajian army, as well as information about what is going on in the village.
- 11 The village well is located here. The party can quench its thirst at the well; if there is a half-giant in the party he or she can drink enough to drain the well. The party can also lower and raise the water level of the well by turning the crank on the side of the well. If the well water is lowered, the party can climb into it, which takes them to the Subterranean Temple. The gem found in the Subterranean Temple belongs in the obelisk at location 9.
- 12 The village bowyer has set up his shop at this location. The party can purchase its archery and ranged weapons here. The bowyer will sell to the party at all times.
- 13 The bowyer has set up a target at this location which the party can use to hone its archery skills. If one of the party displays exceptional archery skills by hitting the bull's eye from at least 14 paces away, the bowyer will give the party a small quiver of arrows+2.
- 14 A weapon merchant specializing in melee weaponry is located here. The weapon merchant sells to the party if it agrees to seek allies for Teaquetzl or if it claims Chahl sent them.
- 15 Father Garyn lives in this house. He can provide information about the village, Chahl, and Katura. The party can use this information at location 5 to gain experience when it talks to Katura.

Father Garyn is waiting for the delivery of a bag of pith from Notaku in the Red Sands Plateau. If the party does not already have the pith, Father Garyn asks the party to retrieve it. Once the party obtains the pith, Father Garyn instructs them on how to make the pith extract, and he asks the party to take the extract to Linara in Gedron.

- 16 Alchemical devices are located along this wall. The party can make the pith extract that Father Garyn wants by pouring the pith into the device here. There is also an alchemical jar here which can be used at location 17.
- 17 The water tank here is Father Garyn's focus of worship for the sphere of water. If the party puts the jar found at locations 16 or 18 in the water tank, it can produce green grapes.
- 18 There is an alchemical jar here which can be used at location 17.
- 19 The village armorer has his shop at this location. He sells many types of armor, but only if the party has agreed to help Teaquetzl in the fight against Draj.
- 20 A forge is located in this room which the party can use to make a steel axe+1. In order to do this, the party must use the magical metal from the meteorite in the Gemfields at location 1. To make the axe, the party should heat the forge using the bellows on the coals. Once it is heated, the party can heat the meteorite, then use it with the anvil to make a metal rod. Next, the party should put the metal rod in the forge to heat it, then use the rod with the anvil to make the steel axe+1.

- 21 The gate at this location leads to the White Sands region. When the party first enters, they must identify itself or the gate guard will not allow it to enter. The gate guard will try to charge the party for water if they express a need for water. It is not necessary to pay him.

Once the party has identified itself, the gate guard can provide information about the village as well as relaying any news he has heard about Draj's movements.

When the party has allied the other slave villages, a devastating sand-storm arises as the party leaves to face the Drajian army. The sandstorm reveals the Palace Ruins and temporarily drives back the Drajian army. The visionary then explains that the party must enter the ruins to retrieve the Genie before it faces the overwhelming might of Draj. Without the Genie's help in summoning an army of shadows, Draj will be able to bring its full force against Teaquetzl and undoubtedly crush any resistance.

Notes: Because the fulfillment of the prophecy is dependent upon trust and making allies, any show of aggression by the party against the villagers destroys the prophecy. If someone in Teaquetzl is killed, the Drajian army soon attacks with waves of troops and any hope of gaining the Genie's help in the Palace Ruins is lost. If the party survives the attack on Teaquetzl, they will then face the full force of Draj's army in the White Sands region.



* NAZCA LINES *

SYNOPSIS

The salt in this area has formed into mysterious shapes and lines. Some of them have strange powers to enlighten and empower people. Geysers blow steaming water into the air and layer more salt on top of the already coated ground.

NON-PLAYER CHARACTERS IN THE REGION

* Maris

LOCATION 1 — Maris is a psionicist in search of deeper enlightenment. The paths here form patterns that lead to greater enlightenment when followed for a certain period of time. If you follow the path with Maris, you gain enlightenment. As an added bonus, Maris will then sell his psionic bracelets to you.

* Toonuu

LOCATION 2 — Toonuu is a rich merchant who trades in salt. He is from the mountains where salt is rare and valuable. He gathers and refines salt to take home and sell for enormous profit. You can use this salt to buy Demothi's mastrial in the Red Sands Plateau region.

* Ssovan

LOCATION 3 — Ssovan is a ssurran who's lost his tribe. He's now looking for a new tribe. Ssovan is following a dust devil because he believes it is his totem and will lead him to a new tribe that he will lead. Once you talk to Ssovan, you can get Laussa in the White Sands region to go and join him.

LOCATIONS AND EVENTS

- 1 After speaking with Maris, you may walk around the path three times and gain enlightenment. After you've been enlightened, Maris sells you his psionic bracelets. If you kill him, you find the bracelets on his body. The psionic powers you gain from these bracelets are ego whip, intellect fortress, psionic blast, and synaptic static.
- 2 Toonuu is here gathering salt to take home with him. He sells you some for 2,000 ceramic pieces. (1,800 if you bargain him down.) He does not have the salt on him if you kill him. It is only necessary to buy the salt if you've decided to buy the mastrial from Demothi in the Red Sands Plateau region.
- 3 Ssovan is searching for a new tribe. Once you've talked to him, you can entice Laussa (White Sands, location 1) into joining his tribe. When you return here, she will be with him.
- 4 Dig in the eye of the dragon with a shovel (found in the Hot Springs or on some Drajian guards) to find buried treasure. In the box you find a scroll of *flame arrow* and *Aposs' heart-crystal* (for use in the Subterranean Temple).



★ CEDRILTE VILLAGE ★

SYNOPSIS

Cedrilte lies nestled against the base of a mountain and is nearly surrounded by cliffs. This makes it easily defensible. Unfortunately, this is no impediment to the wyvern riders who simply land in the middle of the village. The village has been almost entirely destroyed, without a single building still intact. The villagers are without hope and have nothing to look forward to except death.

NON-PLAYER CHARACTERS IN THIS REGION

* Chaya

LOCATION 2 — Chaya is the leader of Cedrilte. With the castle atop the mountain next to Cedrilte, the village has suffered greatly from constant raids by the wyvern riders. Chaya has done the best she could to hold the village together, but the effort has cost her. She is very suspicious of any strangers and will not join the alliance against Draj unless all other threats to Cedrilte are eliminated; namely, the wyvern riders and Tara. Even then, she will only agree to an alliance if she is given assurances. Chaya gives the party the gem to the magical obelisk, as well as green grapes and a *sling+2* if they agree to stop the wyvern riders from attacking her village. If the party succeeds, she gives the party a psionic bracelet of animal affinity and a *lime*. Chaya sends the party to Krikor, a dwarf who helps the party find the secret entrance to the Undermountain.

* Uskuye

LOCATION 6 — Uskuye is the village sub-leader. Despite the near destruction of his village, Uskuye is undaunted. He likes nothing better than a good fight and volunteers to accompany the party on hunting forays. Uskuye has information about the wyvern riders and Lukyan, the lore master.

* Krikor

LOCATION 7 — Krikor is a dwarf whose focus is charting all the caves in the mountain ranges. Krikor uses the village as a base from which he does his charting. He knows the secret cave entrance to the Undermountain and can lead the party to it . . . but only if you speak to Chaya first and promise to dispatch the bandits.

* Lukyan

LOCATION 8 — Lukyan is a lore master, but now spends his time preparing meager meals for the village. The mountains around Cedrilte offer a variety of unique plants which Lukyan studies. Lukyan is able to instruct the party on how to acquire the *terror bloom* required for Notaku's mission (Red Sands Plateau, location 1).

* Azami

LOCATION 4 — Azami is the village carpenter. Azami despairs since anything she builds is quickly destroyed by the wyvern riders.

* Mehtar

LOCATION 3 — Mehtar is a thri-kreen cleric of air. Mehtar despairs in the face of the wyvern riders' destruction and has become morbidly pragmatic. Having burned all her strength vainly trying to keep the village alive, she is simply waiting for her death. Whether she dies at the hands of the bandits or one of the many other horrors to be found on Athas means little to her. If the party is injured, Mehtar gives it a *red pear*.

LOCATIONS AND EVENTS

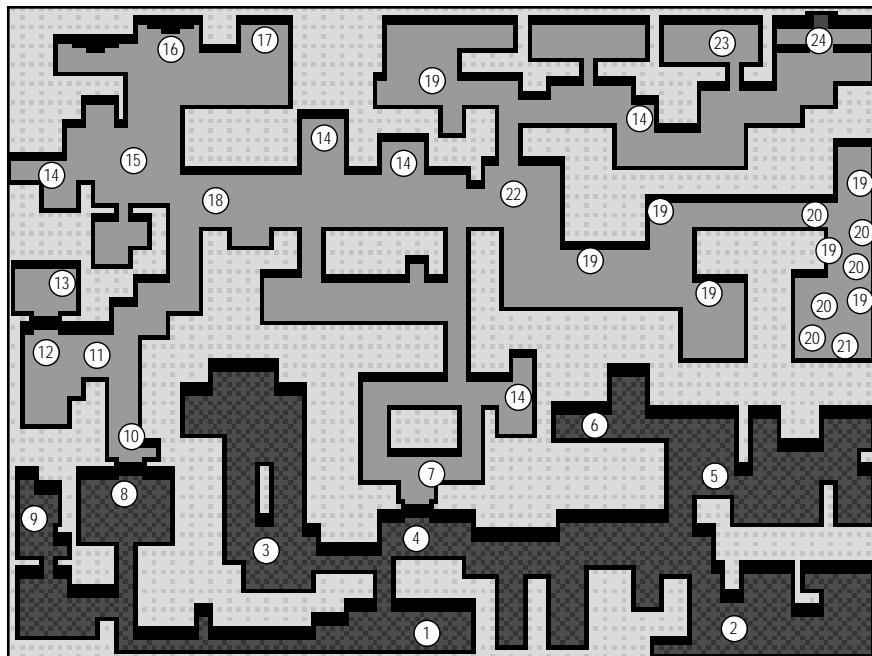
- 1 The entrance to Cedrilte is at this location. When the party first arrives, the village is under attack from the wyvern riders. If the party does not defeat the bandits, it is likely to be the end of any hope for Cedrilte and any chance of another alliance to help in the war against Draj.
- 2 Chaya, the village leader, can be found at this location. Having seen her village all but destroyed, she does not give the party a warm welcome. If the party shows itself to be unselfish and promises to stop the bandit raids, Chaya gives the party the gem to the magical obelisk, as well as green grapes and a *sling+2*. She will not entertain any thoughts of an alliance until the wyvern riders have been stopped. The party should ask Chaya for help getting to the castle. She tells them where to find Krikor, a dwarf who has mapped the surrounding mountains.

After stopping the wyvern riders and eliminating the threat posed by Tara, Chaya gives the party a psionic bracelet of animal affinity and a *lime*. She also listens to the party's proposed alliance. Convincing her is difficult, and the party gains less experience, unless the Druid of the Howling Wind offers his protection. He will do so if he is still alive and the party destroyed Tara for him.

The party can also gain experience by giving Chaya any bags of grain it is carrying.

- 3 Mehtar, the village cleric, ekes out a meager existence here. If the party is injured, she may offer it a *red pear*.
- 4 The village carpenter, Azami, is at this location. She has more information about the village.
- 5 The village well is located here. The party can climb down the well to enter the Subterranean Ruins. After the fight with the wyvern and their riders at location 1, one of the villagers approaches the party and leads it to the leader's house. The villagers tell the party about the bandits' attacks and the castle.

- 6 Uskuye, the village sub-leader, is at this location. He is friendly and undaunted by the destruction about him. He is impressed by the party's prowess and will go on a hunt for strines if the party shows an interest in his fighting ability. If the party is on the quest to find a *terror bloom*, Uskuye also helps the party fight the rampager at location 10.
- 7 Krikor, who is charting the caves and mountains of the area, is at this location. He does not want to be bothered by the party and is easily irritated; however he will lead the party to the secret cave entrance to the Undermountain if they were sent to him by Chaya, or if the party does not take up too much of his time.
- 8 A lore master, Lukyan, is preparing meals at this location. Lukyan is able to instruct the party on how to acquire the *terror bloom* if the party has spoken to Notaku (Red Sand Plateau, location 1) about that mission.
- 9 The secret cave entrance is located here on the north wall. The entrance is very difficult to find unless Krikor helps the party. Having a thief as the party leader improves the party's chances of finding the entrance.
- 10 The serpent tree is located here. If the party is looking for a *terror bloom*, it must use the tree to make noise (or use the conch found in Lukyan's house) in order to call a rampager. If the rampager is destroyed within 15 paces of the serpent tree, a *terror bloom* appears.
- 11 Strines can often be found wandering in this area. If the party is hunting with Uskuye, this location is a good one to find them.
- 12 An obelisk is located here; it allows the party to teleport to this location using *Llod's Rod* once the appropriate gem has been placed in the obelisk's center. The gem is found in location 2 of this region.



★ UNDERMOUNTAIN ★

SYNOPSIS

The Undermountain is a maze of underground tunnels which are divided into two levels by a cliff running east to west. The lower level of Undermountain is inhabited by the mindhome, a peaceful community of telepathically linked individuals. The upper level is inhabited by dark spiders. Darkhold, the spider community, has become hostile to the mindhomes since Queen Cheee-smak-tunk! began her reign. A resourceful party can forge peace between the mindhomes and spiders by establishing trade. A large cavern on the east side of the upper level is dominated by fungus groves, while in the northeast corner a massive portcullis overlooks a chasm.

NON-PLAYER CHARACTERS IN THIS REGION

* First Mindhome

LOCATION 5 — The first mindhome is a psionically-linked group of Undermountain folk. Before the rebel mindhome dissented and broke away, the first mindhome was the only group mind in Undermountain. The first mindhome refuses to act against the dark spiders, believing peace is the only worthwhile existence. There are no leaders among the folk and any member knows what has transpired with any other member. The first mindhome tells the party about the Outcast, the castle, the dark spiders, and the fungus groves.

* Rebel Mindhome

LOCATION 3 — The rebel mindhome is a psionically-linked group of Undermountain folk who believe the only way to deal with the threat of Queen Cheee-smak-tunk! and her spider mages is to destroy them. The rebel mindhome broke away from the first mindhome when it disagreed about how to deal with the threat posed by the spiders. No great plurality of minds can exist within a mindhome, so a split was inevitable. The rebel mindhome is not hostile towards the first mindhome — the two groups simply disagree too much to maintain their link. The rebel mindhome gives the party *orange grapes* if it agrees to destroy the dark spiders. If the party succeeds in killing all the dark spiders, the rebel mindhome helps the party sneak into the castle. However, the party can earn more experience by establishing trade between Prince Clikk-tunk! and the rebel mindhome. The rebel mindhome then helps the party enter the castle.

* Outcast

LOCATION 9 — The Outcast is a slightly defective member of the folk who managed to set up a small trade with Clikk-tunk!, a prince of the dark spiders. The Outcast collects vermin for Prince Clikk-tunk! who, in turn, gives the Outcast spider silk which he weaves into many useful things: bedding, rope, nets, etc. The Outcast could never truly link with the group mind, and when the hostilities began between the spiders and the folk, he went off to patch up the differences.

* Churr-te-tunk!

LOCATION 10 — Churr-te-tunk! is a dark spider who guards the west cliff against unwanted visitors. He is a follower of Prince Clikk-tunk! and acts as a contact between Prince Clikk-tunk! and the Outcast. Churr-te-tunk! gives the party a silk talisman which allows them to pass freely through Darkhold. He knows about the Cavern of the Ancients and the fungus groves.

* Queen Cheee-smak-tunk!

LOCATION 16 — Queen Cheee-smak-tunk! is a powerful defiler who rules Darkhold. Queen Cheee-smak-tunk! is a vicious and devious ruler. She likes to eat humanoids and uses the threat posed by the entity to wage war on the folk. She promises to give the party treasure if it destroys the entity and releases the dark spiders enthralled by it. However, she does not like the idea of people as powerful as the party walking free in Darkhold. She prepares an assassin force to kill the party, should it survive the ordeals in the fungus grove. If the party lends its support to Prince Clikk-tunk!, it can thwart the queen's plans and gain the help of the other dark spiders. Queen Cheee-smak-tunk! possesses the *Wyldwind Wand*. She will not relinquish her rule of Darkhold easily.

* Prince Clikk-tunk!

LOCATION 18 — Prince Clikk-tunk! is the child of Queen Cheee-smak-tunk!. Prince Clikk-tunk! sees the advantage of trade with the folk, but he is weaker than his mother, the queen, so he must enlist the party's aid in ousting Queen Cheee-smak-tunk! from power. To gain the other spiders' trust, the prince instructs the party to destroy the entity in the fungus grove. The prince warns the party that Queen Cheee-smak-tunk! is untrustworthy and he will help in the fight against the queen. If the party does not agree to help the prince, they will not be able to establish trade with the folk.

LOCATIONS AND EVENTS

- 1 The entrance to Undermountain is at this location. Screamer beetles often prowl this area looking for prey.
- 2 These caves are filled with vermin. Some of the Undermountain folk come here to collect the vermin for the spiders if the party establishes trade between the two groups. Screamer beetles often prowl this area looking for prey.
- 3 The rebel mindhome lives in this cavern. The rebel mindhome broke away from the first mindhome when some of the folk decided the only way to deal with the spiders was to destroy them. They tell the party about Queen Cheee-smak-tunk! and the dark spiders and ask the party to destroy the spiders. In return, the folk give the party *orange grapes* and promise to help the party sneak into the castle. The rebel mindhome also has information about the Outcast, the fungus groves, and the first mindhome.

The party may gain more experience as well as the folk's help by establishing trade between the spiders and the folk. To rejoin the mindhomes, the party must return here with Prince Clikk-tunk! and convince the rebel mindhome that the prince is trustworthy. Telling the mindhome that the prince will not harm them even if they do not agree to trade is a sure way of convincing them. Once there is peace between the spiders and the folk, the rebel mindhome sends one of its members with the party to the castle entrance to help it enter without alerting the castle guards.

- 4 The party can climb the cliff at this location using the silk rope it gets from the Outcast. They can also climb it if the party leader is a thief.
- 5 The first mindhome lives in these caverns. The first mindhome is a peace-loving community and talks to the party as long as it is not hostile. They can tell the party where the Outcast and the castle are, and have information about the dark spiders and the fungus groves.
- 6 A fire ring is located here which allows the party to rest.
- 7 The guard at the top of the cliff challenges the party. He allows the party to pass if it claims it is just going to the castle and gives the party a silk talisman which allows it to pass freely through Darkhold. He has information about Darkhold and tells the party about the entity in the fungus grove.
- 8 The party can climb the cliff at this location if the party leader is a thief. If the Outcast led the party here, he gives the party a silk rope which enables it to climb the cliff.
- 9 The Outcast is at this location. He believes that the ancients are behind the recent violence and is certain a curse dooms all who live in Undermountain. He talks to the party if it promises not to harm him. The Outcast tells the party about the Cavern of the Ancients and its possible connection to the fungus groves and the spiders' hostility. He also has information about Darkhold and wants the party to help him establish trade between the dark spiders and the folk.

If the party pledges to end the curse, the Outcast offers to make a piece of *Silk Armor* for it, and helps the party up the cliff into Darkhold. Once the party has accomplished this, he gives the party the *Silk Armor*. The Outcast will not give the *Silk Armor* to the party if they destroy all the dark spiders.

10 Churr-te-tunk! guards the top of the cliff at this location. He allows the party to pass into Darkhold if it claims that the Outcast sent it. He also gives the party a silk talisman which allows it to pass freely through Darkhold. He has additional information about the Cavern of the Ancients and the fungus groves.

11 This is the entrance to the Cavern of the Ancients and is protected by a warning symbol set in the ground. The symbol erupts in flame if anyone walks over it.

12 The north wall at this location was bricked up centuries ago to imprison Nagi and his followers. The party can attack and knock down the wall to reveal the room beyond. Red slaad appear to defend the Cavern of the Ancients.

13 Tara imprisoned her brother Nagi in this room after a battle for control over the Inner Eye, an ancient magical society. The remains of Nagi's followers are still chained to the wall, though Nagi managed to escape his bonds and curse Tara. The party can read the curse which is still etched into the cave floor.

Also in the cavern are the *talismans of Nagi*, which protect the wearer from the poisonous spores of the fungi in the groves. The party finds the *golden pendant*, a scroll of *minute meteors*, and Nagi's journal. The party can read the journal to learn of Nagi's struggle with his sister and gain vital information about the entity in the fungus grove.

14 Dark spiders are at each of these locations. They talk to the party if they have a silk talisman.

15 A spider mage questions the party. He allows an audience with the queen as long as they are not aggressive. When the party returns after destroying the entity, he thanks the party and instructs them to talk to the queen to receive their reward.

16 Queen Cheee-smak-tunk! sits on her throne at this location. She is disdainful of the party, but wishes to use it to eliminate the threat of the entity in the fungus. The party should be careful not to insult the queen. All of Darkhold will rally to her defense if the party does not show her respect. Agreeing to destroy the entity will mollify her distrust of the party. After the entity in the fungus grove is destroyed, Queen Cheee-smak-tunk! lures the party into her back room with the promise of treasure, at which time she calls for her subjects to kill the party. If the party has agreed to help the prince, he exposes the queen's plan and calls on the other spiders to support his more honest rule. The party then has valuable allies

in its fight with the queen. Any spiders rescued from the fungus grove also fight on the party's side. The party needs the prince's support to establish trade with the folk and end the hostilities between the two races.

Queen Cheee-smak-tunk! drops the *Wyldwind Wand* when she is defeated. Prince Clikk-tunk! then follows the party to the rebel mindhome where he hopes to establish trade and bring peace to Undermountain.

17 The queen has stashed an *apple* and an *orange pear* in the chest behind the screens at this location, along with the remains of her latest victims. The party can attack and knock down the screens, but the queen and her subjects attack the party for stealing. Grateful for the party's help, the prince allows the party to take what it wants once the queen is defeated.

18 After the party has spoken to the queen, Prince Clikk-tunk! meets the party at this location. He warns the party of Queen Cheee-smak-tunk!'s treachery and asks the party to join his attempts to oust the queen and establish trade with the folk. The party must first destroy the entity in the fungus grove in order to overcome the dark spiders' distrust. Once the entity is destroyed, Prince Clikk-tunk! follows the party to confront the queen.

19 The fungi at these locations shoot poisonous spores at the party if they are not wearing the *talismans of Nagi*.

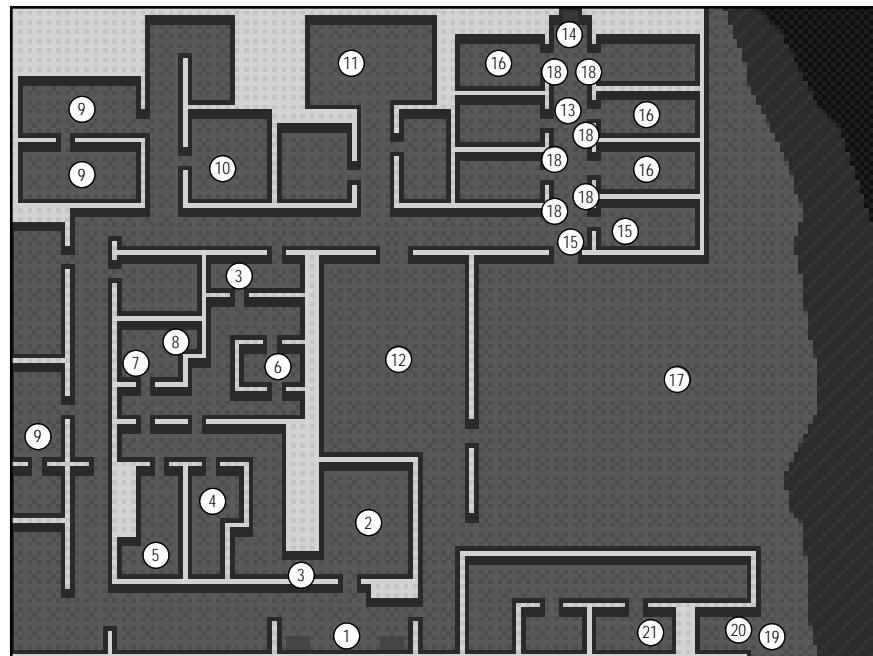
20 Dark spiders whose minds are controlled by the entity are at these locations to protect it against attack. They attack if the party approaches too closely. The *talismans of Nagi* may not provide protection from the fungus spores when the entity is threatened by combat.

21 The party should move to the brick circle at this location as quickly as possible and throw the *golden pendant* into the hole. This destroys the entity and releases the enthralled grove spiders. If the party does not attack them, the spiders in the grove offer to help the party against the queen.

22 Queen Cheee-smak-tunk!'s assassins ambush the party at this location after it has destroyed the entity.

23 Guards from the castle are stationed at this location. They are lazy and will not attack unless the party intrudes on them or the alarm is raised by opening the portcullis without the folk's help.

24 The castle portcullis is at this location. The party can enter the castle without setting off the alarm if one of the folk has agreed to help them. If the party uses the portcullis on its own, guards attack and the party will face more guards once it enters the castle.



* LOWER CASTLE *

SYNOPSIS

The Lower Castle is perched atop a mountain. There is a steep cliff on the east face of the mountain from which the wyvern riders launch their attacks.

Vrock have also been known to perch along this cliff.

The castle is ancient beyond memory. Indeed, the carvings on some of the walls suggest it was built before Athas turned into a wasteland. It also seems to attract evil. The Inner Eye, a magical society formed several centuries ago, made its home in this castle, and the cursed remains of that group still haunt it. More recently, the castle has become the home of bandits. These bandits somehow manage to control wyverns and now mercilessly raid the surrounding areas.

NON-PLAYER CHARACTERS IN THIS REGION

* Tara's Followers

LOCATIONS 4, 5, 6, 7 — Tara's followers are the remains of the Inner Eye. Tara's followers were cursed to spend eternity with Tara. Their bodies, however, show the effects of time, and they have become little more than animated corpses. Tara grew weary of her followers' grim visages and imprisoned them in the black maze. Nagi's curse and their unending imprisonment in the black maze has driven Tara's followers insane. Though the followers' bodies can be attacked, they cannot be truly destroyed until Nagi's curse is broken by defeating Tara.

* Chaero

LOCATION 12 — Chaero is the bandit in charge of taking care of the wyverns. Chaero is enamored by the idea of riding wyverns and joined the bandits for that sole purpose. He is cowardly and does not want to face the party alone. He tries to trick the party by claiming he will help it.

* Tara

LOCATION 11 — Tara is an ancient defiler who ruled the Inner Eye, but is now kept in an animated state by her brother's curse. Centuries ago, Tara vied with her brother, Nagi, for control over the Inner Eye. Though she won the battle and entombed Nagi in the Undermountain, her brother cursed her and her followers to eternal life, trapped in the castle. Centuries later, the Wyvern Master arrived with his bandits and the two struck a bargain. Tara gave the Wyvern Master the *Wyvern Hook* while he provided her with the victims she needs to maintain her youth. Tara can be summoned to this location by striking the gong. The party can only destroy Tara by using the *Wind Potion* (Upper Castle, location 5) after she has been struck down in combat. Once she has been destroyed, the *Silver Necklace* and *Tynan's heart* appear.

LOCATIONS AND EVENTS

- 1 The entrance to the castle is located here. It leads to the Undermountain.
- 2 If the party set off the alarm while raising the portcullis in the Undermountain, they find several guards waiting in this room. The guards attack the party.
- 3 There are sigils set in the floor at these locations which prevent Tara's followers from leaving the black maze. If the follower from location 4 is with the party, he will be destroyed by the sigil's warding magic when he walks over it. Once Tara has been destroyed with the *Wind Potion*, the party can gain experience by using the *Wind Potion* to destroy the sigils and free the followers.

4 The zombie at this location begs the party to save him from Nagi's curse. The party can agree, but the zombie will be killed when he walks over the sigil at location 3. If the party refuses to help him, he attacks. The only way to release Tara's followers from the curse is to destroy the sigils.

5 The zombie at this location has been driven totally insane by Nagi's curse and attacks the party whenever he sees it. The party can, however, get the zombie to talk and tell it about the sigils.

6 The zombie begs the party to destroy Tara and end the curse. He has information about Tara, Nagi's curse, and the Druid of the Howling Wind. If the party leader is wearing one of the *talismans of Nagi* found in the Undermountain, the zombie attacks.

7 This zombie wants nothing more than to be left alone. However, the party can cajole him into telling them how to destroy Tara. He sends the party to the Druid of the Howling Wind. Once Tara has been destroyed, he tells the party about the *Serpent Boots* at location 8.

8 The *Serpent Boots* are hidden in a broken jar at this location.

9 Guards are stationed at these locations and attack the party.

10 A guard is sleeping at this location if the party has not made too much noise fighting nearby. The party should threaten him in order to get him to talk. Otherwise, he sounds the alarm. The guard tells the party where to find the Wyvern Master and informs them that Chaero can help the party get past the wyverns at location 13. He also has information about the black maze and the *Wyvern Hook*.

11 The Wyvern Master sacrifices victims to Tara in this room. Tara feeds off the victims' life force to maintain her youth and appears if the party rings the gong by hitting it with the striker. The party can then talk to Tara, though she invariably succumbs to her hunger and attacks the party. Tara cannot be destroyed by normal attacks and appears three times before she grows weary of the party's games. She goes into a rage if the party leader is wearing one of the *talismans of Nagi*.

12 Chaero is in this room taking care of the wyvern saddles and other tack. Chaero attempts to trick the party by claiming he can sneak it past the guards in the wyvern pens. However, he merely wants to trap the party in one of the wyvern pens until he can sound the alarm. If the party does not threaten him and goes along with Chaero's schemes, he tells the party how to get to the Upper Castle. He also has excellent information about the Wyvern Master, the *Wyvern Hook*, and Tara.

13 Wyvern riders are at this location guarding the wyvern pens. When they spot the party, they attempt to release the wyverns from their pens before attacking. The party should charge these guards and attack to prevent them from opening the pens. If the party manages to dispatch these guards before encountering other guards, they can reach the Upper Castle without sounding the alarm.

14 The stairs at this location lead to the Upper Castle.

15 If the party agrees to let Chaero help them at location 12, he instructs them to hide in this pen. Once in the pen, Chaero sounds the alarm. When all of the bandits and wyverns have arrived, the door to the pen is opened and they attack. A party leader with a Strength greater than 18 can break down the door.

16 A wyvern is in each of these pens.

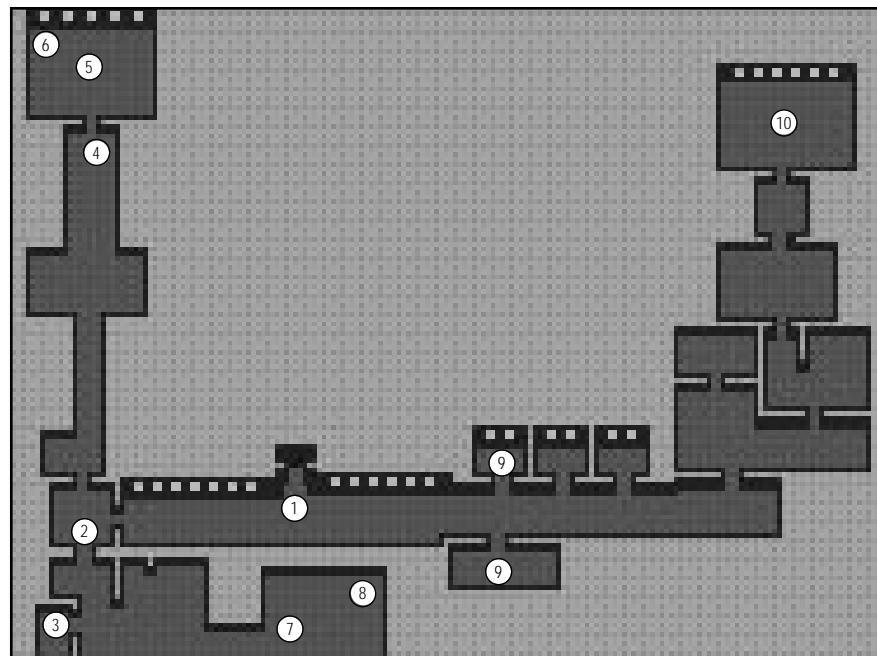
17 Wyverns and the riders occasionally land in this area. They attack if they spot the party.

18 The levers at these locations open or close the door immediately to the north of it.

19 Vrock have taken to perching on the cliff at this location. They attack if they spot the party.

20 The north wall at this location is actually a magical barrier. The party can discover it by having the party leader wear the *Serpent Boots* while walking along the edge of the wall. Once discovered, the wall can be dispelled by touching it.

21 The sword *Darkflame* is hidden in a chest at this location. There are also several gems and other treasures.



* UPPER CASTLE *

SYNOPSIS

The Upper Castle consists primarily of two towers built above the Lower Castle. Its long, open corridors make it difficult to navigate without being spotted by guards.

NON-PLAYER CHARACTERS IN THIS REGION

* Wyvern Master

LOCATION 7 — The Wyvern Master is a minor bandit who spotted the ancient castle. He entered the castle hoping to discover treasure. Instead, he found Tara. A combination of his quick wit and tossing two of his subordinates to her allowed him to negotiate. His offer to provide victims in return for power found favor. She provided him with the *Wyvern Hook* and an earth elemental, and told him how to gather the wyverns. When the Druid of the Howling Wind attacked, the Wyvern Master was quick to imprison him as a possible defense against Tara, whom the Wyvern Master fears. The party must defeat the Wyvern Master and recover the *Wyvern Hook* in order to gain the Druid of the Howling Wind's help in destroying Tara. In addition to the *Wyvern Hook*, the Wyvern Master carries the *Wind Ring*, *Drake Leather* chest armor, a banana, and an *orange pear*.

* Tara

LOCATION 10 — Tara is an ancient defiler who ruled the Inner Eye, but is now kept in an animated state by her brother's curse. Centuries ago, Tara vied with her brother, Nagi, for control over the Inner Eye. Though she won the battle and entombed Nagi in the Undermountain, her brother cursed her and her followers to eternal life, trapped in the castle. Centuries later, the Wyvern Master arrived with his bandits and the two struck a bargain. Tara gave the Wyvern Master the *Wyvern Hook* and he provided her with the victims she needs to maintain her youth. The party can only destroy Tara by using the *Wind Potion* after she has been struck down in combat. Once she has been destroyed, the *Silver Necklace* and *Tynan's heart* appear.

* Druid of the Howling Wind

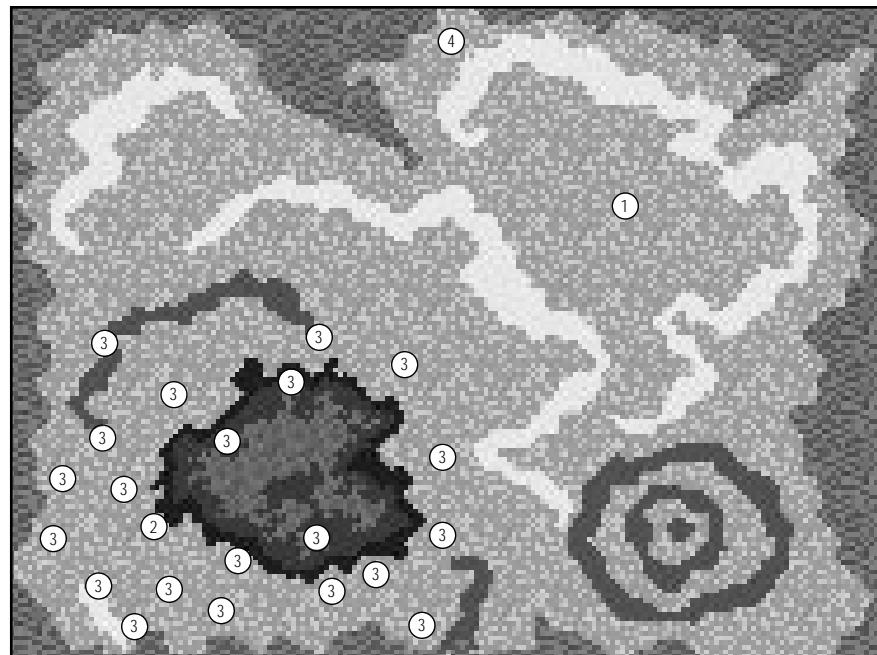
LOCATION 5 — The Druid of the Howling Wind is the protector of the wind-swept slopes of the mountain the castle is built on. When the Wyvern Master gained control of the wyverns, the Druid of the Howling Wind came to the castle to recover them. He was captured and placed in the west tower, and prevented from using his powers by the earth elemental guarding his cell. The party must gain the Druid of the Howling Wind's help before it can banish Tara. Doing so will grant Cedrilte the druid's protection and enable them to form an alliance against Draj with the party. The Druid of the Howling Wind gives the party the *Wind Potion* which can be used to destroy Tara once she is struck down in combat. Giving the *Wyvern Hook* to the Druid gives him control of any remaining wyverns in the lower castle area. They disappear when you return to that region.

LOCATIONS AND EVENTS

- 1 The stairs at this location lead down to the Lower Castle. If the Wyvern Master has led the party here on the pretense of giving the party treasure, he instructs them to go to location 11 and strike the gong, after which he seeks the protection of his guards.
- 2 The door at this location is locked. The key is in the west tower at location 6.
- 3 This is the Wyvern Master's treasure room. The door is locked. The key to this door is at location 8.
- 4 An earth elemental guards the door to the west tower. It attacks if the party tries to enter. A *bow+2* can be found on the skeleton in the corner.
- 5 The Druid of the Howling Wind is imprisoned here in the west tower. The party should agree to help the druid rid the castle of Tara. The druid explains how to destroy Tara with the *Wind Potion*, which he gives to the party after it has returned the *Wyvern Hook* to him. The druid also tells the party about the *Serpent Boots* and *Darkflame* once it has destroyed Tara. It is important for the party to destroy Tara and gain the druid's trust. Otherwise, the druid will not offer his protection to Cedrilte when the party tries to make an ally of Cedrilte, and the village will then refuse to send its warriors to Teaquetzil.
- 6 The key to the door at location 2 is on the floor. A fire ring also found here allows the party to rest.
- 7 These are the Wyvern Master's quarters. Realizing only resourceful warriors could get this far, the Wyvern Master tries to cut a deal with the party to get it to leave. He promises nearly anything, though he has no plans to deliver any of the things he promises. If attacked, the Wyvern Master calls his guards.

Once the Wyvern Master is defeated the party finds the *Wyvern Hook*, the *Wind Ring*, *Drake Leather chest armor*, a *banana*, and an *orange pear* on his body. The party needs the *Wyvern Hook* to get the *Wind Potion* from the Druid of the Howling Wind.

- 8 The key to the door at location 3 is hidden under the Wyvern Master's bed. The Wyvern Master will not allow the party to take this key without a fight.
- 9 Guards are stationed at these locations and attack when they spot the party.
- 10 This is the east tower where Tara and a few of her followers stay. She talks briefly with the party if it has not already talked to her at location 11 in the Lower Castle. Inevitably, she attacks the party. The party must strike her down in combat and then use the *Wind Potion* to destroy her, otherwise, her body simply regenerates. Once she has been destroyed, the *Silver Necklace* and *Tynan's heart* appear.



* SALT OASIS *

SYNOPSIS

A druid wanders the area, bemoaning the loss of his oasis to a defiler. The defiler plans on draining the oasis to fuel his dark powers. The druid wants to prevent this, and pleads with the party to help. He is not strong enough to do it himself, so he must get help before it becomes too late.

NON-PLAYER CHARACTERS IN THIS REGION

* Druid of the Steaming Waters

LOCATION 1 — The Druid of the Steaming Waters is a Mul and a 3rd-level druid of water. The last protector of the oasis has moved on to pursue his enlightenment, and his neophyte apprentice, the new Druid of the Steaming Waters, has taken over. Unfortunately, a defiler and his troops showed up and drove him off. If you kill the defiler and his troops, the druid tells you about the location of treasure in the Ssurran Ruins region. He warns you about the crazy ssurrons that live nearby, but not of the shadows.

* Troop Leader

LOCATION 2 — The templar has set up camp here not only because the oasis is a source of water, but also because it is a source of power for his dark magic. The defiler is draining the oasis in order to track down a band of wyvern bandits that have been raiding supplies travelling to and from Draj. You can convince the leader to leave the oasis in a number of ways (aside from killing him and his men). Telling him you bring a message from Draj starts you along several possible paths you can take to make him leave. The more believable the lie, the better the chance you have of getting rid of him. He will believe a message from Dagolar more than he will one from Drakath. If you have a psionicist, you can try to dominate his mind. If you succeed, you can force the templar to leave the oasis, or make him fight with you against his own troops. If you kill the templar, you find the *Obsidian Necklace* on his body.

LOCATIONS AND EVENTS

- 1 The Druid of the Steaming Waters can be found here.
- 2 The troop leader guards this location.
- 3 Guards stationed at their posts.
- 4 If you surrendered to the guards in the Elven Slavers region after drinking Tobrian's wine, this is the location you appear at. If the druid is alive, he appears with two water elementals and helps you defeat the guards that escorted you here. After that, he either explains his plight, or thanks you again for helping him.



* HOT SPRINGS *

SYNOPSIS

The salt flats in this area have springs and pools of minerals covering large sections. In the middle of the flats is a large hot spring that is being mined for copper by a templar from Draj. A templar, Drajian guards, and patrols from Teaquetzl roam this region.

NON-PLAYER CHARACTERS IN THIS REGION

* Templar

LOCATION 1 — The templar is making futile attempts to mine copper.

* Drajian Guards

LOCATION 1 — These Drajian guards are here to guard the templar and his slaves. They keep the slaves in line and protect the templar from harm. When first approached you may either agree to be enslaved, or fight the guards.

* Slaves

LOCATION 1 — Slaves mine the springs for copper.

* Kasha

LOCATION 1 — Kasha, a recently escaped slave, has not yet left the area. He warns you that you are about to become a slave if you don't turn around immediately.

* Uzoma

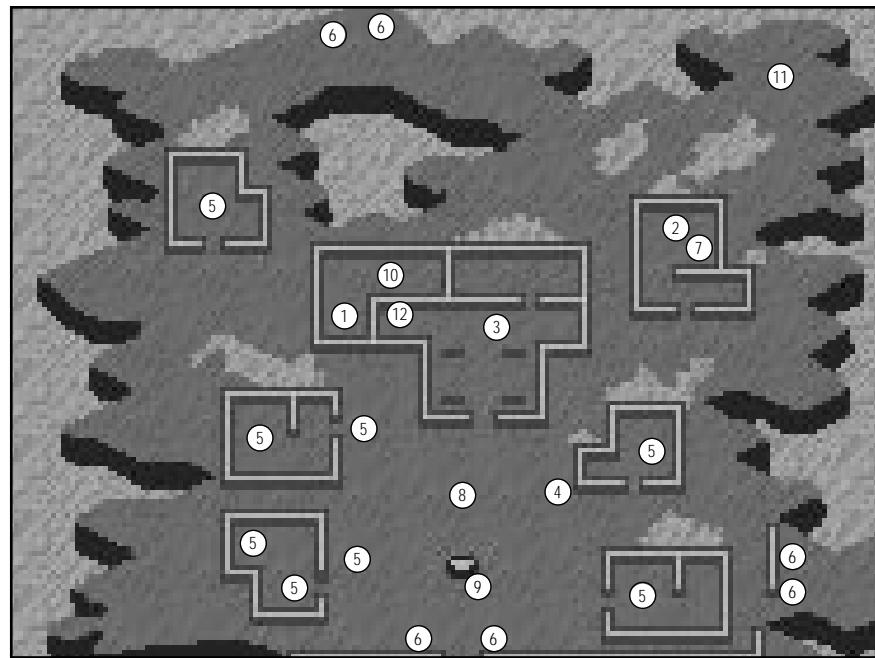
LOCATION 2 — Uzoma is the leader of a patrol of Drajian guards. You will not find him until the templar from the Hot Springs is gone or dead. Uzoma mistakes you for a Drajian guard and will let you join his patrol. If you do not follow him closely, he waits awhile and then leaves.

* Teaquetzl Patrol

LOCATION 3 — Patrolmen from Teaquetzl. They are patrolling the area to keep it clear of Drajian guards or large monsters that might threaten Teaquetzl. They will not appear unless you join Uzoma and his patrol.

LOCATIONS AND EVENTS

- 1 When you approach this hot spring, an escaped slave named Kasha warns you of the mining going on. If you continue on, the guards try to make you slaves. If the party resists, they will attack. If you agree to be slaves, you can wander freely about the area. Picks and shovels are lying around and can be gathered for use in the future. If you have the *Wand of Metal Detection* given to you by the sage in the Red Sands Plateau, give it to the templar. He realizes there is no copper and leaves, taking his guards with him. If you kill the templar, you receive a *Drake Shield*. You receive experience points for either solution.
- 2 Once you've completed the Hot Springs, walk to the west and a Drajian patrol approaches you. They mistake you for a Drajian guard and let you join their group. If you follow them, they take you on patrol with them.
- 3 If you've joined the Drajian patrol, you can follow them here and find a patrol from Teaquetzl. If you join the Teaquetzl patrol to fight the Drajian guards, the Teaquetzl patrolmen thank you afterward.



* GEDRON VILLAGE *

SYNOPSIS

Gedron Village has been taken over by an evil defiler who is controlling the minds of the villagers. He has sent the gladiators away and is trying to obtain several statue pieces to complete the serpentine statue in the middle of the town. Anyone that comes into the town is asking for trouble.

NON-PLAYER CHARACTERS IN THIS REGION

* Wyrmiyas

LOCATIONS 1, 9 — Wyrmiyas has seized control of the town, and is toying with them while he sends villagers to look for his statue pieces. In order to free Gedron Village of Wyrmiyas, you must get him those statue pieces. The two pieces are the head and rattle for the serpentine statue in the center of the town. They are located in the Silt Sea Summoning region and the Silt Sea Ssurrans region (for specifics look under each region). Killing Wyrmiyas before he has the statue pieces destroys Gedron, ruining your chances of forging an alliance. If you attack the villagers or insult Wyrmiyas after he warns you not to, Wyrmiyas teleports all the villagers into the silt. They're not dead — yet. Killing Wyrmiyas when the villagers are in the silt also ruins your chances of obtaining an alliance. Once you've given Wyrmiyas both of his statue pieces, he releases control of the village and brings back the villagers if he teleported them out into the silt. He then challenges you to a duel. He won't let you leave the region after he challenges you, so you must fight him. Once he's dead, the statue comes to life. If you're not sufficiently high-level, you don't want to fight Wyrmiyas in his statue form. However, Wyrmiyas, being a man/creature of his word honors his agreement and leaves the town peacefully. If you don't fight him now, you'll simply fight him in the ending battles.

* Linara

LOCATION 2 — Linara is a 6th-level human preserver, and is the only one in the village that is unaffected by Wyrmiyas' spells. She is waiting to hear from her sister who has gone off to the Silt Sea Summoning region.

* Gedron Mayor

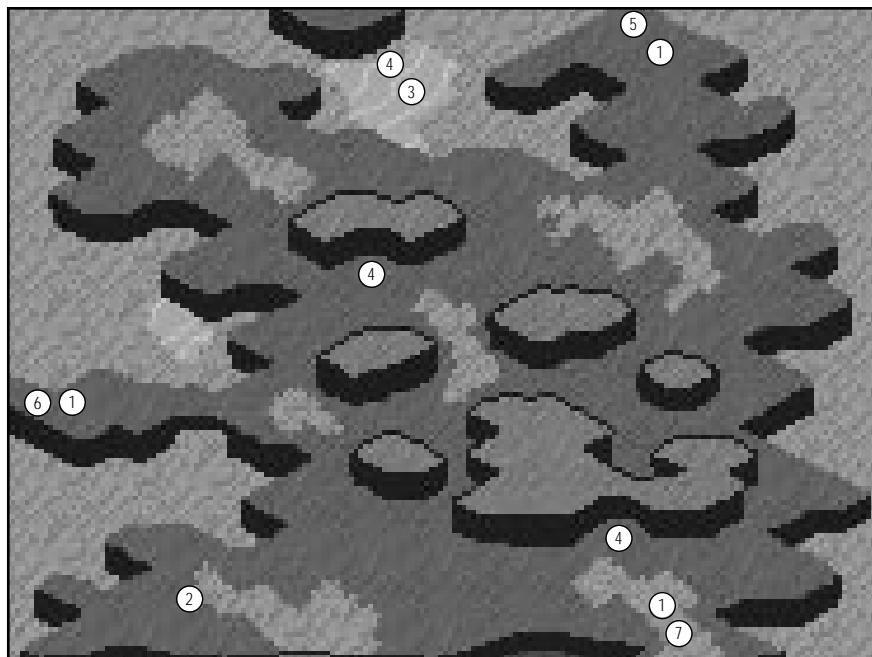
LOCATION 3 — The Mayor is currently Wyrmiyas' puppet. You can meet Wyrmiyas through the mayor instead of meeting Wyrmiyas directly. After you've rid the town of Wyrmiyas and recovered the gladiators, the mayor will agree to an alliance against Draj.

* Melkor

LOCATION 4 — A travelling merchant, Melkor was stuck here when Wyrmiyas took control of the town.

LOCATIONS AND EVENTS

- 1 This is where Wyrmias is before you meet him. Once you talk to him, he teleports to the statue (location 9).
- 2 Linara's house is filled with everything that she needs to help the villagers. She will be here until you win the game, then she wanders around. Giving the pith extract from Father Garyn to Linara rewards you with a *dispel magic* scroll. Giving her Jasmine's spellbook gets you information on Wyrmias' room, and the hidden safe within.
- 3 This is where the mayor lives and where Gedron holds town meetings.
- 4 Before Wyrmias leaves the village, Melkor sells nothing but junk. He even buys broken pots from you for 50 ceramic pieces each! Afterward, he sells standard supplies.
- 5 Before Wyrmias leaves, the villagers are loony and talk nonsense. Afterward, they thank you or tell you about anything that is unresolved in Gedron.
- 6 The Gedron gladiators only return once you've freed Gedron of Wyrmias and have released the gladiators from Arant and his men (from the Captured Gladiators region).
- 7 A fire ring lies on the ground.
- 8 You can climb down this well and enter the Subterranean Temple region.
- 9 Here is where Wyrmias teleports after he talks to you. This is where you must confront him and rid Gedron of his presence.
- 10 If you "look" at the rug with a high Intelligence character, he or she notices that it is loose. Lifting it exposes a safe. If you have a character with high Strength or a thief, you can open the safe by bashing or picking the lock. Bashing the lock triggers a trap, but picking the lock disarms it. Once open, the safe contains 2,000 ceramic pieces, the sword *El's Drinker*, a psionic bracelet of life draining, and the obelisk gem for Gedron (location 11).
- 11 Putting the gem from the safe into this obelisk activates it for use with *Llod's Rod* (See Teaquetzl Village, location 9).
- 12 This tapestry hides the entrance into Wyrmias' room. A thief or a character with high Intelligence finds it easily.



* SILT SEA SSURRANS *

SYNOPSIS

This area is an isthmus which reaches out into the Silt Sea and is dotted with higher plateaus. The silt is impassable except where firmer sand has pushed back the silt. This area of the Silt Sea is infested with wandering monsters which continually prowl the region for prey. Monsters that the party may encounter include mastyrals, lesser air elementals, silt runners, rampagers, and red slaad.

NON-PLAYER CHARACTERS IN THIS REGION

* Ssurrans merchants

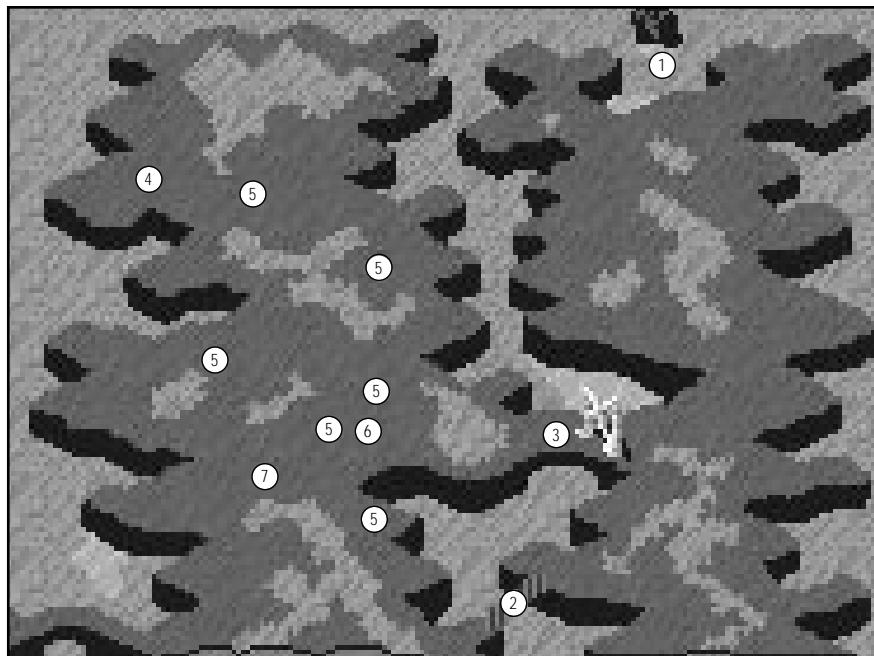
LOCATION 2 — The ssurrans are slave traders hired by a human merchant house to acquire gladiators. The ssurrans are waiting to buy the gladiators from Arant, who is in the Silt Sea Summoning region. They plan to pay for the gladiators with a statue piece. This statue piece is one sought by Wyrmiias in Gedron village. The party can buy the statue piece from the ssurrans at an exorbitant price or simply take it by brute force.

* Wild halfling

LOCATION 1 (CAN APPEAR ANYWHERE IN THE REGION) — The halfling is a traveller. He wandered into this region by mistake and wants only to leave the area. If caught in combat, the halfling fights on the party's side.

LOCATIONS AND EVENTS

- 1 A wild halfling who mistakenly wandered into this region warns the party of the dangers in the area. He is being hunted by two mastyrals, so the party should act quickly once the halfling is spotted.
- 2 The ssurrans waiting to buy the captured gladiators from Arant set up camp at this location. They possess one of the two statue pieces sought by Wyrmiias. If the party has spoken to Arant in the Captured Gladiator region, the ssurrans here are willing to sell the statue piece to the party. Although, it is easier (and cheaper) to simply take it by force.
- 3 A mastyrial sometimes lies in wait under the sand here. Its stinger is sought after by Notaku, the spell component dealer in the Red Sands Plateau region. The mastyrial will only be here after you talk to Notaku about getting a stinger from a mastyrial.
- 4 Quirri birds scavenge many objects, such as gems and psionic bracelets, and store them in their nests at these locations.
- 5 The exit at this location leads to the Silt Sea Summoning region.
- 6 The exit at this location leads to Gedron.
- 7 The exit at this location leads to the Messenger Route region.



* SILT SEA SUMMONING *

SYNOPSIS

Dakaren, an evil druid, has found some magera and terrorized them into sacrificing victims to him. Currently, Jasmine from Gedron Village is chained to the rock and awaiting Dakaren, who takes the form of a silt horror when he feasts. The party can encounter magera and the silt horror.

NON-PLAYER CHARACTERS IN THIS REGION

* Jasmine

LOCATION 1 — Jasmine is a 9th-level human preserver. Jasmine came here to retrieve a statue piece for Wyrmias, but Dakaren and the magera had other things in mind, so she was chained to the rock to be sacrificed. Freeing her starts the confrontation with Dakaren. Afterward, if you ask her to take you to her spellbook, she tells you to follow her and heads to some ruins. Following her, you receive her spellbook and two scrolls, *rainbow pattern* and *minor globe of invulnerability*.

* Dakaren

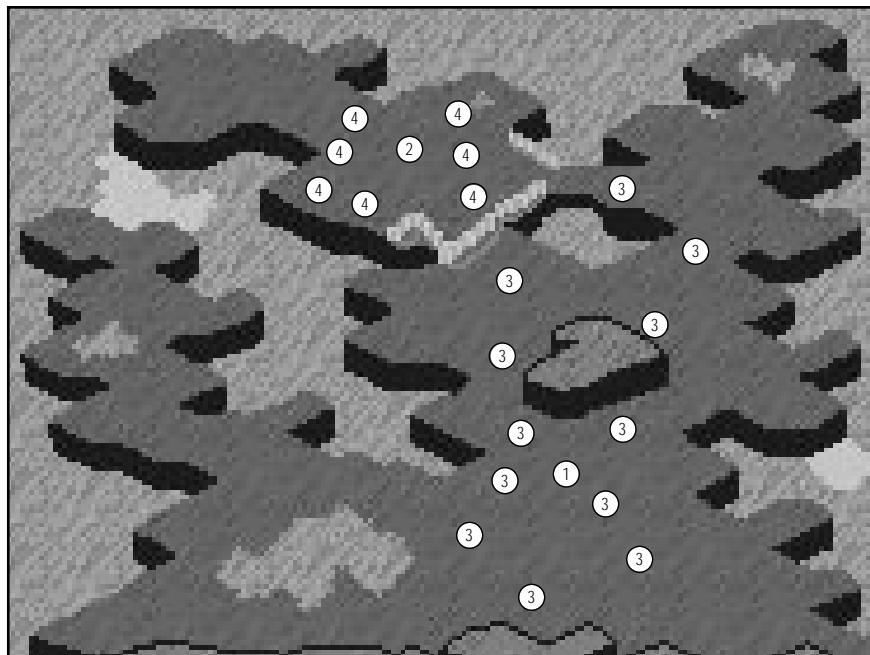
LOCATION 1 — Dakaren is an evil human druid. Dakaren has terrorized some magera into worshipping him so he can have sacrifices. Dakaren only appears once you've released Jasmine and killed the silt tentacles. Killing Dakaren gets you the *Shimmer Leather* and one of the statue pieces for the Wyrmias statue (see Gedron Village).

* Magera/Magera Drummers

LOCATION 5 — Dakaren has taken advantage of the gullible nature of the magera and terrorized them into getting sacrifices for him. If you talk to one of the magera and hang around too long, they attack. The drummers are intent on their drumming and won't do anything to you unless you attack one, at which point they will all attack you. Once Dakaren is dead, the magera flee.

LOCATIONS AND EVENTS

- 1 Some great creature died on this coast of the Silt Sea, and the magera have been using the natural formation as the perfect place to sacrifice to Dakaren. Jasmine is chained to the rock here. Free her, and the silt horror comes. Killing the tentacles causes Dakaren to appear.
- 2 Since the completion of the great statue, the magera needed a way to get to the sacrificial rock. This rope bridge was constructed to serve that purpose. You will need the grappling hook (found at location 4) to get across this bridge.
- 3 This great statue was built by the magera under Dakaren's command. It is to show all the fate of those who cross Dakaren's path.
- 4 The grappling hook lies on the ground here. You can use it to pull up the rope bridge, or in any of the other places that require rope.
- 5 Magera are located at these locations.
- 6 Ten magera are drumming here, calling Dakaren for the sacrifice.
- 7 In addition to drumming, the magera use this horn to summon Dakaren. Playing with it angers the magera nearby.



* CAPTURED GLADIATORS *

SYNOPSIS

Wyrmiias has sent the gladiators from Gedron Village off to be sold into slavery by Arant. The gladiators are not resisting because they don't want their families to be killed by Wyrmiias. Arant is waiting for the ssurans from the Silt Sea Ssurans region to come and buy the gladiators. Arant's men, discovering that they really don't have to work because the gladiators won't escape, have become lazy and obnoxious. Arant is almost at his wit's end with them, and is desperate to get out of this area, so he's willing to sell the gladiators to anyone who can meet his price.

NON-PLAYER CHARACTERS IN THIS REGION

* Arant

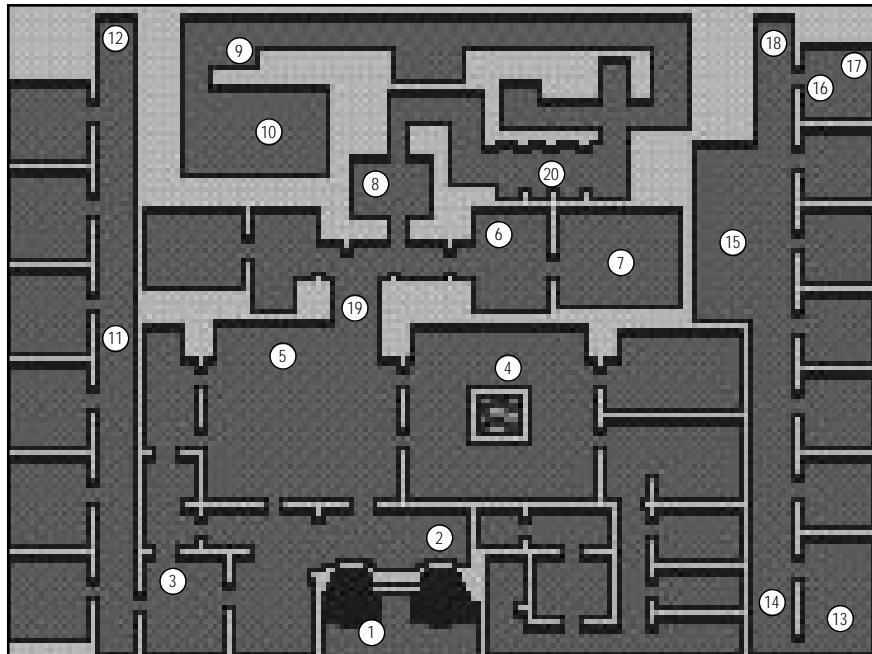
LOCATION 1 — Arant is an 8th-level dwarven gladiator and slave trader, currently holding Gedron Village's gladiators for sale. He is waiting for some ssurans to come and buy them. You can buy the gladiators from Arant, or trade him one of the four special magic swords, *El's Drinker*, *Swiftbite*, *Draketooth*, or *Dark Flame*. If you kill Arant or get him to leave after the confrontation with Karas, you get his *Grey Scale Armor*.

* Karas

LOCATION 2 — Karas is the leader of the Gedron gladiators. Wyrmiias threatened the gladiators into slavery by holding their families in Gedron. If they return, Wyrmiias kills the villagers. If you get rid of Wyrmiias and then talk to Karas, they will return to Gedron. If you haven't bought them or killed Arant, you can lead them into a confrontation with Arant, in which you get his armor and equipment. Unless you want the experience from killing Arant and his men, it's easier to just talk to Karas and confront Arant (with Karas).

LOCATIONS AND EVENTS

- 1 Arant has set up camp here, and awaits the ssurans. As the guards will tell you, he's the short one.
- 2 Karas is located here.
- 3 Arant's guards stand at these locations. They may look like they are strategically deployed in order to prevent escape, but many of them are asleep. Arant's guards are with Arant for the money. Because they know the gladiators won't escape, the guards have become lazy and obnoxious. Threatening them causes them to back down.
- 4 Gedron gladiators stand at these locations. All of Gedron's gladiators are here in the pen. The gladiators won't return to Gedron because of Wyrmiias. All of the gladiators will defer to Karas when you talk to them.



* PALACE RUINS *

SYNOPSIS

Korbnor was once a beautiful, thriving city. However, due to its location on the trade routes, the city was slipping behind in trade with other cities. King Dwyer, not wanting to lose the city, turned to Llod, his court wizard, to find a solution to the problem. Llod found the answer in the psurlons, a race of evil creatures long ago pulled into the astral plane. He summoned them at the king's wish. Unfortunately, when the psurlons arrived, they discovered that the king possessed a genie, and demanded it as the price for their knowledge. The king agreed, but before he could act, an advisor named Cragg protested and wrested the Genie from the king. In the resulting chaos, Cragg wished the evil to be contained, and the Genie did so. The city was buried, trapping the psurlons and killing all of its inhabitants. The city remained buried for thousands of years until recently, when a sandstorm revealed the palace of the once great city of Korbnor. It is here that the visionary has sent you to retrieve the Genie and summon the shadow army. Beware! The ruins are full of psurlons and greater shadows.

NON-PLAYER CHARACTERS IN THIS REGION

* Shadow King, Dwyer

LOCATION 5 — Dwyer is a greater shadow. King Dwyer was buried with the city when the Genie caused the sandstorm. Stepping onto the dais angers the king. Insulting him or stepping on the dias more than once starts a fight with the king and the palace guards (if they're not already dead). You find the *Black Mace* on the king's body.

* Cragg

LOCATIONS 9, 10 — Cragg is a greater shadow and was Dwyer's advisor. When he heard of the plan to summon the psurlons, he objected to it. After they were summoned, he learned that the psurlons wanted the Genie in exchange for their knowledge, and took action. In council, he struck the king to stop his actions. The king was blind with worry, and had Cragg condemned to death. Escaping his execution, Cragg fought and killed the king over the *Genie bottle*. Cragg, by then mortally wounded, wished (to the Genie) that the evil in the city be contained. The Genie decided the best method would be to bury the city in a sandstorm. Cragg has been buried with the city ever since. Cragg possesses the *Genie bottle*. Killing his spirit gets you the bottle, but the Genie will not grant a wish for aid. However, retrieving Cragg's body from the psurlons makes the Genie friendly. If you bring Cragg his body, he'll go to his coffin and his final rest. If you put his body into the coffin, you receive a great axe+3 and the *Genie Bottle*.

* City dwellers

LOCATIONS 2, 3, 4 — All the spirits are greater shadows. These shadows are of people who still don't realize that the city has been destroyed. All of these shadows can give you additional information about what is going on in Korbnor.

* Genie

LOCATIONS 9, 10 — The Genie once belonged to the king, but Cragg took it from him in order to prevent the psurlons from obtaining it. The Genie grants you three wishes. You can wish for an assortment of things — choose wisely! If you wish for help in defeating Draj, and you didn't kill Cragg, your wish is granted, and you also receive the *Quicksilver Glove*. As a bonus, the Genie teleports you out of the ruins when you are ready to face the army. This makes the ending fight easier, for the Genie will prevent the Drajan forces from summoning aid, and calls the shadows from the ruined city to assist your allies. You can use the Genie for healing, either in the ruins or between the waves in the finale. As well as healing all of your characters, any dead ones will be resurrected. If you are in the final battles, your allies (if any) will be healed (but not resurrected) as well.

Additional Notes:

- ♦ Wishing for wealth grants you 1,000,000 ceramic pieces.
- ♦ Wishing for duplication allows you to legally duplicate your items. Some suggestions: *El's Drinker* or the *Terror Blade*.

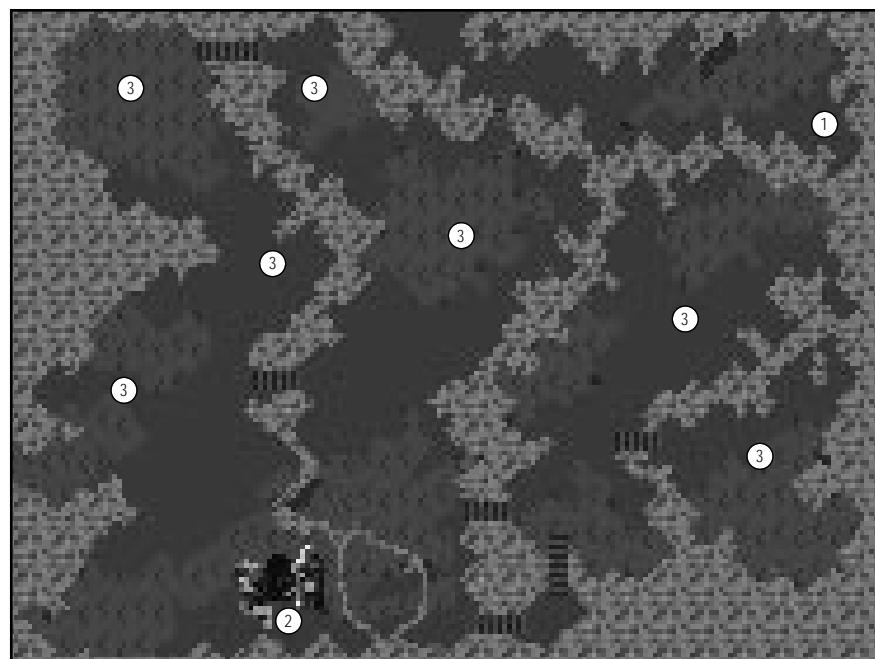
Use all of your wishes before the end of the game!

After the final battle with Kraxis and his guards, the Genie talks to you, then vanishes for good!

LOCATIONS AND EVENTS

- 1 This psurlon tells you the story of the ruins. If you question him too much or try to leave the conversation before he wants you to, he attacks you.
- 2 A city dweller is waiting for an execution.
- 3 The city's head of the stables stands here.
- 4 You meet a city dweller named Prince Jahard.
- 5 Dwyer, the King of the Ruins lurks here.
- 6 Some personal notes from Llod the Mage are on this scroll.
- 7 The *Orb of Knowledge* is here. Using this reveals Llod's fate. It crumbles to dust after being used.
- 8 This psurlon checks to make sure your allegiance lies with them. You can lie to him if you so desire, but it may anger him.
- 9 Cragg guards the mausoleum at this location. Anyone who approaches him will be challenged.
- 10 Cragg's coffin is the one in the middle of the chamber.
- 11 The minute you enter this wing, you will be set upon by all kinds of monsters. They keep appearing as long as you stay in this wing! There are also numerous traps in this area, so a thief (or a cleric with the *find traps* spell) is a must.
- 12 Cragg's body appears here, then vanishes, revealing a teleporter. Walk toward it and you teleport to location 13.
- 13 You can use this teleporter to return to location 12.
- 14 Two psurlons head the guard unit of Cragg's body.
- 15 Yet another group of psurlon guards. The group consists of four psurlons and three mastyrials.

- 16 The final group of psurlons guarding Cragg's body. One mastyrial accompanies the two psurlons.
- 17 This is the body that you must lay to rest in the coffin. You can carry his body in your inventory.
- 18 This teleports you to location 19.
- 19 Once you have the Genie, you find a psurlon adept and two psurlons here.
- 20 There are many traps located throughout this area, so a thief is a definite plus.



* LAVA RIFT *

SYNOPSIS

In the midst of the fire fields, a rift to the elemental plane of fire was discovered. The hermit who discovered it was driven off by a ranger and his band after a fierce battle. The ranger survived (but not his band) and now guards the rift against the hermit's return. The hermit has fled to the far side of the area, but schemes to return so he can once again summon his elementals. He has already summoned and lost control of quite a few elementals. They will attack anyone foolish enough to come near them. They are all lesser fire elementals, and require +1 weapons to hit them.

NON-PLAYER CHARACTERS IN THIS REGION

* Lava Hermit

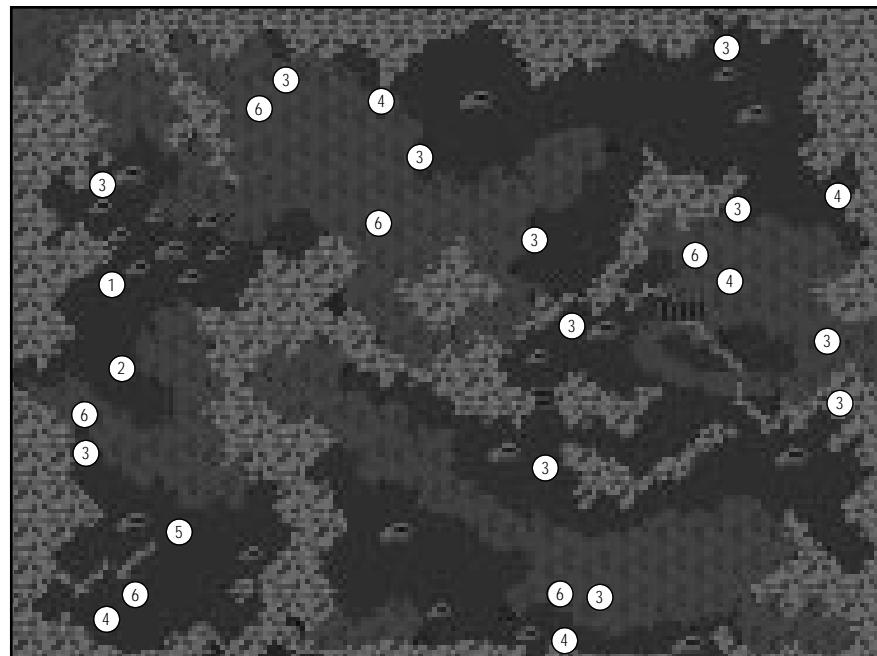
LOCATION 1 — The lava hermit is a defiler. He discovered the lava rift while exploring, and saw it as a great source of power. He began summoning fire elementals to protect it, and was massing a force with which he could terrorize the wastes. Fortunately, a ranger and his band came along and stopped him. The defiler fled the rift, but sees the party as his means of return.

* Rift Ranger

LOCATION 2 — The rift ranger is a human ranger. He was part of a larger band that came into this area to get to the Gemfields. On encountering all the fire elementals, they discovered that a hermit defiler found a rift to the elemental plane of fire, and was summoning creatures from it. They drove him off, but suffered heavy losses — only the ranger survived.

LOCATIONS AND EVENTS

- 1 Here is where the hermit has fled to. The party has several choices. If they pester the hermit, it will make him angry and he will summon elementals and attack. If they attack the hermit, but do not kill him in one round he summons elementals to fight on his side. If the party kills him outright, they will find the *Iron Necklace*. If they kill the ranger first (which is not necessarily recommended), the hermit will return to the rift, give them the *Iron Necklace* and ask them to leave.
- 2 The ranger is guarding the rift here. Since he's the only one that remains, he has decided to guard the rift against the hermit's return. He is overly cautious and does not want to talk to anyone — he's too busy watching for the hermit. If you kill the hermit instead of the ranger, not only will you get the *Iron Necklace* from the hermit's body, but the ranger will give you a psionic bracelet of energy containment when you talk to him again.
- 3 Once you've either killed the hermit or the ranger, random monsters appear in this area, including lesser fire elementals.



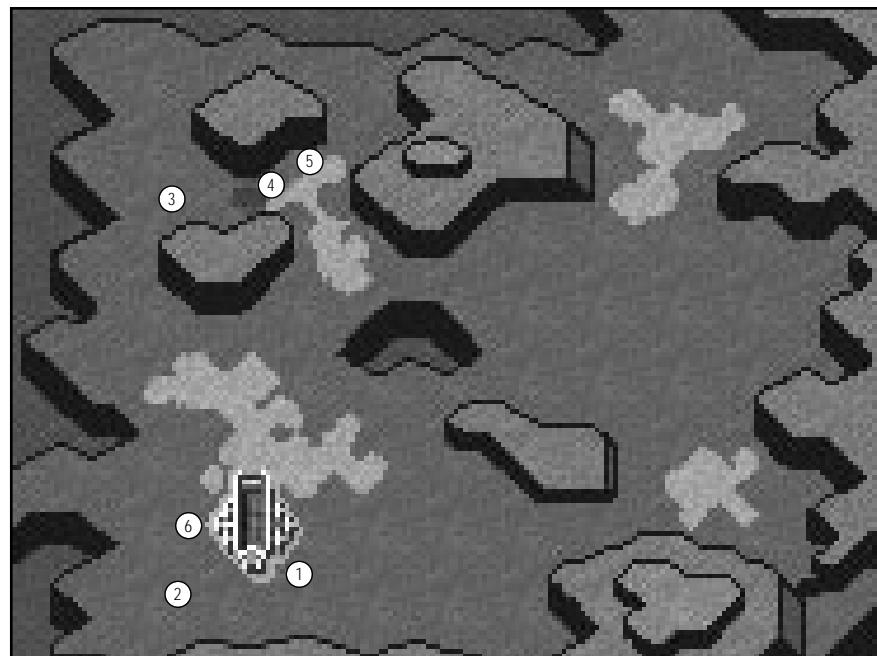
* GEMFIELDS *

SYNOPSIS

This area is cut into sections by lava flows. Geysers shoot up lava and scalding water. Domes made of lava are scattered around the area. Thri-kreen can always be found waiting for the unwary treasure hunter to wander too close. Rocks are scattered around the region.

LOCATIONS AND EVENTS

- 1 This group of geysers shoots up steaming hot water. If you gather up the rocks lying around, then put them in the geysers, the water will not be able to shoot out anymore. Note that each rock only fits one particular geyser. If you do this to all the small geysers, the middle geyser will blow and shoot out a piece of meteor metal to the southwest (location 5). The meteor metal can be sold for 200 ceramic pieces or can be used at Teaquetzl (location 20) to make a *metal axe+1*.
- 2 This lava dome is a trap set by a group of thri-kreen. If you "look" at it before breaking it open with the pick, you will have the opportunity to disarm or spring the trap. If you have a thief as the party leader, your chances of disarming the trap are much greater. If you spring the trap, thri-kreen will pop up around you.
- 3 The lava domes in this area have gems inside them. Use a pick to break them open, then "look" at them to get a gem out. A pick can be found in the Hot Springs, and sometimes Drajian guards carry them.
- 4 The thri-kreen here hunt in packs and attack when they see you.
- 5 This is where the chunk of meteor metal lands when you plug up all of the small geysers (location 1).
- 6 Rocks which can be used to plug up the small geysers.



* WAGON TRAIN *

SYNOPSIS

Small plateaus and sinkholes divide this region into small areas. A floundering wagon train can be seen in the southwest corner and a bridge over a deep chasm is to the northwest. Magera also inhabit this area.

NON-PLAYER CHARACTERS IN THIS REGION

* Prisoners

LOCATION 1 — These people were emigrating from their village because their well dried up and they needed a new water source. They were attacked and captured by a group of magera hunting for slaves. This particular group of prisoners were rejected as useless and left to be killed. If these prisoners are not saved, they will be killed by their captors.

* Slaves

LOCATION 3 — These prisoners are the emigrants that were chosen to be slaves. They are on their way to the mageras' home. They will be enslaved if you don't save them.

* Wagon Guards

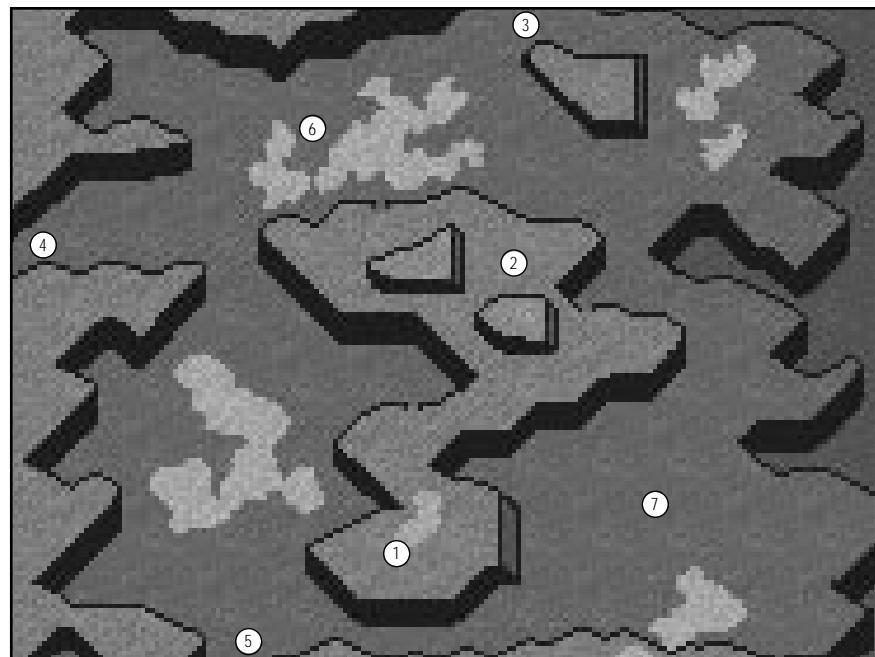
LOCATION 2 — These magera attacked the wagon train to get slaves for their leader. They were left behind to kill the remaining prisoners. Once you approach them, you must kill them quickly so they don't kill the prisoners. Keep your eyes out for the one running for the wagon train; he'll kill the prisoners if you don't stop him.

* Magera

LOCATION 3 — These magera are guarding the emigrants from the wagon train. They are taking the prisoners to their home in order to enslave them. You must kill them to free the prisoners.

LOCATIONS AND EVENTS

- 1 Near the wagon train is a group of prisoners. After you kill both groups of magera, return here with the other prisoners and talk to Kalinin, the leader of the warriors. He thanks you and gives you the sword *Hornblade* for saving his people. If you ask, he also allies with Teaquetzl for the final battle.
- 2 This is a small group of magera arguing over who gets to split the loot they've found at the wagon. One of them will walk off to kill the prisoners; kill him before he can get there. This entire group of magera needs to be killed to save the prisoners.
- 3 There is a large group of magera and prisoners here. Once you kill the magera, talk to the people; they will follow you down to the wagon train.
- 4 A bridge crosses a deep chasm. If you use a rope while standing on the bridge, you can climb down to the Subterranean Ruins.
- 5 You can make rope from the plants you find here. They are naturally fibrous and the rope made from them is quite strong.
- 6 A fire ring appears on the floor when Kalinin returns. The party can rest here.



* RED SANDS PLATEAU *

SYNOPSIS

The Red Sands Plateau is dominated by a large central mesa. The more common wandering monsters in this area include tohr-kreen, strines, sand howlers, dune reapers, and otyughs. The party should also keep a wary eye out for rampagers or lesser earth elementals.

NON-PLAYER CHARACTERS IN THIS REGION

* Wise Hermit

LOCATION 6 — The hermit wanders the region looking for the Veiled Alliance. His knowledge of magical items is vast. He gladly identifies almost any item the party is carrying. Once you've finished talking to him, he gives you a magic wand and a gem for the obelisk in this region.

* Demothi

LOCATION 7 — Demothi trains mastyrials to sell in the mountains as pack animals. Demothi is training Alita, his current mastyrial.

* Notaku

LOCATION 1 — Notaku is an elven merchant dealing in magical herbs and components. Notaku has set up a semi-permanent camp in this region; he conducts his business with neighboring clerics and mages. He is not above dealing with evil magic users. Notaku is willing to hire the party to run errands and to collect components that he needs.

LOCATIONS AND EVENTS

1 Notaku, a spell component merchant, has set up camp. He is not adverse to idle conversation, but much prefers talking straight business. If the party shows interest, Notaku asks the party to deliver a bag of pith to the cleric in Teaquetzl (Teaquetzl, location 15) to prove it can survive in the desert. Once this is accomplished, he sends the party on more profitable ventures. He pays cash for any sand howler eyes, fire eel tongues, and screamer beetle wings that the party comes across.

One major quest he sends the party on is to collect a *terror bloom*, for which the party receives *Derth's Wand*. Once the party retrieves the *terror bloom*, Notaku is able to make and deliver the *terror extract* to Balkazar in the Wyrm School. Notaku also sends the party after a mastyrial's stinger. The payment for this quest is *El's Shield*.

- 2 An obelisk is located here. Placing the correct gem in the obelisk's center allows the party to teleport to this location using *Llod's Rod*. The party can get the obelisk's gem from the sage wandering this region.
- 3 This exit leads to the sand oasis. If Alita (from location 7) is with the party, she chooses this moment to turn and run.

- 4 This exit leads to the Whitesands Regions. If Alita (from location 7) is with the party, she chooses this moment to turn and run.
- 5 This exit leads to the wagon train. If Alita (from location 7) is with the party, she chooses this moment to turn and run.
- 6 The sage you meet identifies most of your magic items and gives you a *Wand of Metal Detection* and an obelisk gem. Putting the obelisk gem into the obelisk enables you to return here using *Llod's Rod*.
- 7 Demothi is training Alita, his mastyrial, here before taking her to the mountains. If you buy her, she will return to Demothi. Although an expensive rip-off, she will help you kill some dune reapers that appear after you buy her, so the experience points you gain might make her worth the ceramic pieces. If you decide to buy her, you need to go to the Nazca Lines to buy salt from Toonuu, then return to Demothi with the bag of salt. If your party leader is a thri-kreen when Alita runs away, you hear a whistle that Demothi blows. This information makes it easier to confront him.



* SAND OASIS *

SYNOPSIS

The blowing sand has formed many dunes in the flatlands. To the southeast is a beautiful oasis where plants and animals flourish. The Draj Arena Announcer and his guards are resting here. A worried druid watches the troops move about his oasis.

NON-PLAYER CHARACTERS IN THIS REGION

* Sand Druid

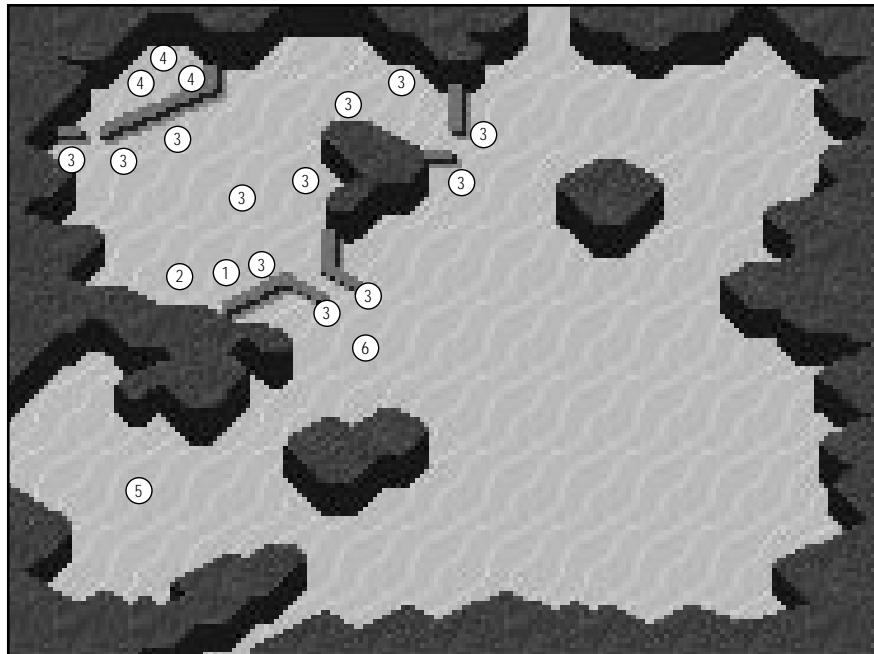
LOCATION 1 — This druid watches over the oasis region. He takes care of his oasis and ensures that it is not defiled in any way. He gives you butterfly wings if you are looking for them.

* Announcer

LOCATION 3 — This announcer is the same one who harassed the party in the Arena in Draj. He is travelling through the desert in search of buried treasure. If you threaten him, the Announcer tells you the location of the buried treasure. He is also carrying gems that he has already found on his hunt.

LOCATIONS AND EVENTS

- 1 A recently ripened plant can be found here. If you plant one of the seedpods, the druid appears and thanks you. If you are looking for butterfly wings for Notaku in the Red Sands Plateau, he gives you six pairs of wings in gratitude for your rare kindness.
- 2 Butterflies flit throughout the oasis, but the brilliant orange and yellow ones make good spell components. If you attack any of these, the druid appears and demands to know why you are killing his butterflies. If you abjectly apologize, he gives you six wings, but only if he has not already done so. Do not attack another butterfly unless you wish to kill the druid and see the oasis overrun by guards after he has gone.
- 3 The announcer from the Arena is travelling through this area on his way to a buried treasure he knows of. If you ask him about it, he tells you it is found in a dragon's eye (Nazca Lines, location 4). He is referring to the dragon on the sand in the Nazca Lines. If you kill him and his guards, you find many gems on his body and a scroll of stoneskin.



* ELVEN SLAVERS *

SYNOPSIS

Some Elven slavers have taken advantage of the natural terrain and erected a bone fence to house their permanent camp. They are currently working for a templar from Draj, who is looking for more candidates for the Arena.

NON-PLAYER CHARACTERS IN THIS REGION

* Elven Leader

LOCATION 1 — The elven leader is an 8th-level fighter who deals with the templar.

* Templar

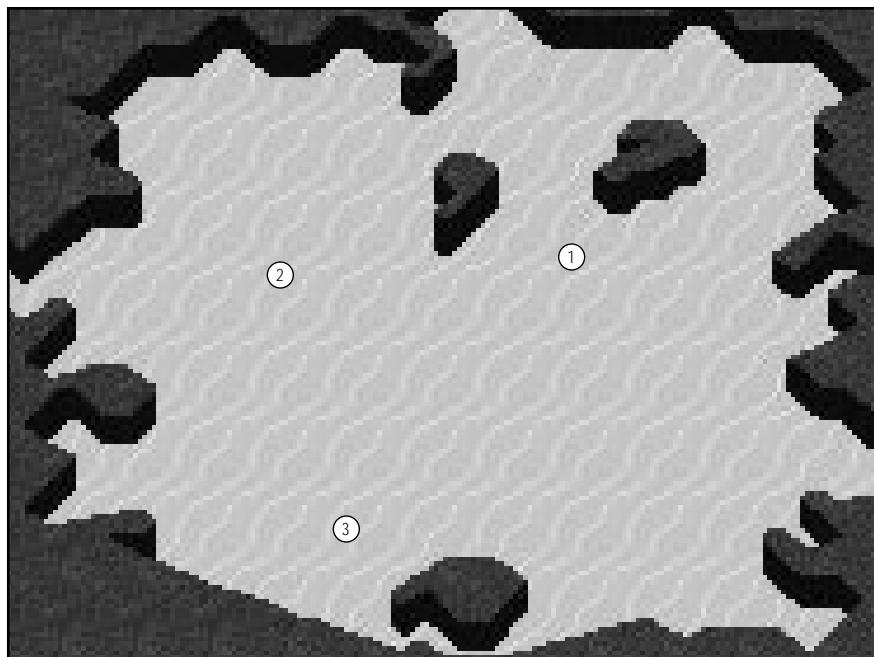
LOCATION 2 — The templar is an 8th-level defiler. She is out to gather slaves for the Arena to replace the ones that escaped. She is angry at being away from the comfort of Draj, and wants to return quickly before anything happens to her.

* Slaver guards

LOCATION 3 — The slave guards are 3rd-level elven fighters. They have returned with some slaves to sell to Draj.

LOCATIONS AND EVENTS

- 1 The elven slavers have made permanent camp here. This is where they conduct business and hold slaves before selling them. Once you're in conversation with the leader and templar, you can get the elves to ally with you in the fight if your leader has a high Charisma. Otherwise, they will either stand aside and watch, or fight against you. If the slavers are neutral or friendly, when the fight is over the leader will come and talk to you (if he is alive). You receive a *gythka+1* as a gift for your defiance of the Drajian forces. After that conversation, the slavers pack up and head out. You can then talk to the slaves in the pen, who are now free.
- 2 When you meet the templar, she is arguing with the Elven Leader over the price of the slaves the elves have captured. After your conversation, you will either be taken to the slave pen (again, perhaps) or will begin a combat with her. When you start the fight with the templar, she blows a whistle to summon the city troops waiting nearby.
- 3 The slave guards have returned with some slaves to sell to Draj. If you are told to wait for an escort, going into the camp raises an alarm and everyone attacks. You can bluff your way into the camp, or walk in freely, as well. If you are escorted, it won't be to the leader, but to the slave pen. If you agree to drop your weapons, you'll be thrown into the slave pen. If not, you start a fight. Once you're in the pen, you can approach the guards at the gate and talk to the guard to find out what's going on. You can also convince the guard to let you talk to the leader, at which point you must follow him to the leader. Once you're in the pen, you have to fight your way out, or get to the leader.
- 4 These slaves are each from different places, and can tell you their history.
- 5 If you drank Tobrian's wine in the Elven Caravan, and failed your save, you'll wake up here, surrounded by guards who are arguing over your fate. You can attack them, wager with them, or surrender and be taken to the Salt Oasis.
- 6 This is where the templar's troops appear when she blows the whistle.



* MESSENGER ROUTE *

SYNOPSIS

The white sand deserts are barren as few plants can survive here. The few plateaus are not enough to stop the relentless wind from blowing the sand into piles of dunes. Where dunes have been created, grass sometimes finds a meager foothold. Your party may find themselves fighting slavers, the messenger, and blue slaad.

NON-PLAYER CHARACTERS IN THIS REGION

* Messenger

LOCATION 1 — The messenger carries notes between a templar and a noble. He is currently taking a message across the desert to either the templar or the noble. He has a magic scroll on his person and can summon up to four blue slaad to protect himself.

* Hototo & Band

LOCATION 2 — Hototo is the leader of a band of slavers who capture and sell slaves. They are here to transfer an important slave, Nirveli, to another band of slavers in order to get him to the new owner. Hototo has never done this before, so will easily mistake you for Dagger, the leader of the other band. You can take the slave away from him by pretending to either be Dagger or Dagger's lieutenant.

* Dagger & Band

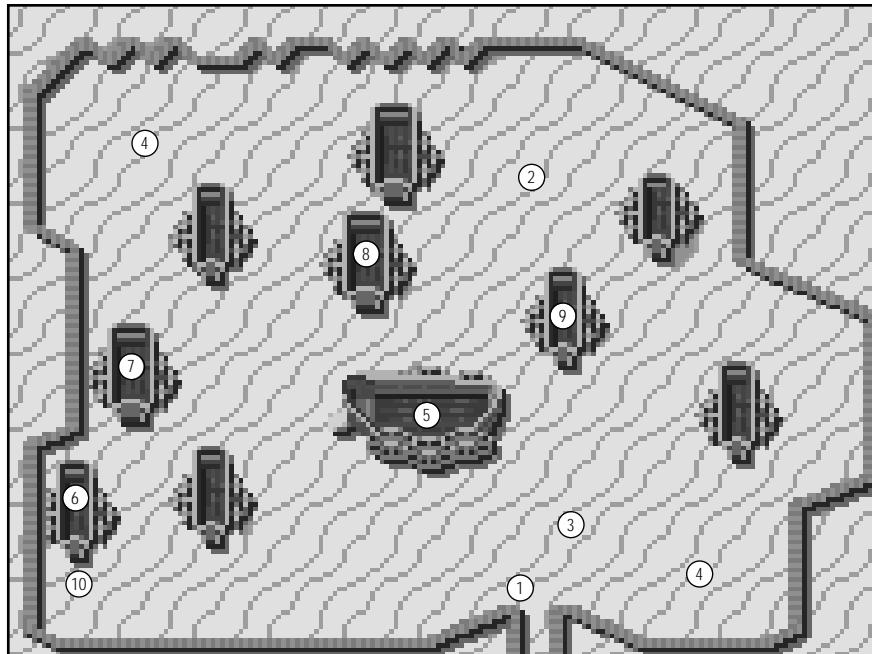
LOCATION 2 — Dagger is the leader of another band of slavers. They too, capture people and sell them as slaves. Dagger is here to collect Nirveli, the slave, from Hototo and take him to the new owner. Dagger has never had any transactions with Hototo, so will mistake you for either Hototo or Hototo's lieutenant.

* Nirveli

LOCATION 2 — Nirveli is a noble who was captured and sold to these slavers. Nirveli is being taken to his new owner by a gang of slavers. Nirveli is currently under a spell and cannot speak until both gangs of slavers are gone.

LOCATIONS AND EVENTS

- 1 When you walk up to the messenger, he will summon a blue slaad to keep you away from him. If you don't kill him in one blow, he will summon three more blue slaad. Once you kill the messenger, you can find a message scroll on his body and a magic scroll of fire shield.
- 2 The slave transfer begins here. Before you see these slavers, they must make sure the area is clear. You must, therefore, kill the messenger and leave the region. When you return, Hototo and his gang of slavers will find you when you get into their area. Claim to be Dagger and take the slave from Hototo. Once the first group of slavers has left the region, Dagger will show up wanting Nirveli, the slave. Once you kill Dagger and his gang, Nirveli will talk to you and give you his thanks for freeing him.
- 3 If you look closely, you'll see some green grapes hidden in the grass here.



★ ELVEN CARAVAN ★

SYNOPSIS

The Elven Caravan sits amid the sandy wastes of the desert where its merchants are able to trade with many of the villages, as well as Draj itself. Although the caravan has built a bone fence for protection, burrowing monsters such as fire eels and bulettes are known to attack the unwary. Though profits are good because of the approaching war, the caravan has suffered raids by the magera from the Wyrm to the southeast and the wyvern riders from the castle to the southwest.

Like most caravans, there are many ways for a traveler to lose his money.

NON-PLAYER CHARACTERS IN THIS REGION

* Larissa

LOCATION 7 — Larissa is a seer who, for a fee, uses her minor abilities to tell fortunes. Larissa lived in Teaquetzl until the visionary came. Jealous of the visionary's greater powers, Larissa left Teaquetzl for the greener pastures of the caravan. Her brother, the gate guard, feeds her information which she uses to impress her customers. Though her auguries are not powerful prophecies, they often contain bits of useful information. Until the party has stopped the raids on the caravan, Larissa's fortunes will point the party toward completing those quests.

* Kel

LOCATION 6 — Kel is the caravan's merchant for magical items, though much of what he sells is not magical at all. He spins long and fantastic tales about his goods to try to confuse the buyer. He also poses as a mage to better sell his goods, and is not above flattering his customers if it means a few more ceramic pieces in his pocket.

* Jark

LOCATION 8 — Jark is an all-purpose merchant, and one of the few honest ones. He offers a variety of goods including armor and weapons. The party can hear rumors about Draj and the surrounding area if they are inclined to talk with Jark.

* Drisana

LOCATION 5 — Drisana is the caravan master. Drisana is mainly concerned about her caravan making a profit and cares little about politics. She wants to hire the party to stop the raids which have cut into those profits. She has also heard rumors about Draj's army and will tell the party about the different merchants in her caravan. If the party brings Tobrian to Drisana after accusing him of trying to poison them, she will judge the right or wrong of the situation. She is a fair judge and likely to favor the party if they do not lie.

* Tobrian

LOCATION 9 — Tobrian is an ex-slave merchant who is now a wine merchant. Tobrian joined the caravan only recently, mainly to escape trouble. He still has ties to the slavers he used to work for and occasionally deals in slave trade. The party looks like it would fetch a good price so he and Seref quickly devise a plan to kidnap them by poisoning them. The party can expose Tobrian's treachery and have him expelled from the caravan.

* **Katura**

LOCATION 2 — Katura is the adopted daughter of Chahl, the leader of Teaquetzl. Katura has a fascination for anything magical and comes to the caravan to have Larissa tell her fortune, and to buy supplies for Teaquetzl. Katura will also appear in Teaquetzl after the party has met her here.

* **Tidzio**

LOCATION 2 — Tidzio is a halfling traveler who has stopped at the caravan to rest. He has information about the areas around Draj and clues about how to get the gems in the Gemfields.

* **Metiklt**

LOCATION 2 — Metiklt is the dwarf thief who convinced the templar at the Hot Springs to mine for copper there, and will tell the party about that region.

* **Ylakez and Ketzia**

LOCATION 2 — Ylakez and Ketzia are refugees whose village was burned by Drajian troops. Ylakez and Ketzia are trying to get other villages to resist Draj's oppression, but so far, they have been unable to muster any support. The party gain experience points and information about Draj's sorcerer-king and his templars if they give the refugees money for food.

* **Makhlad**

LOCATION 2 — Makhlad is a halfling on the run after escaping from a group of slave hunters out of Draj. He may give the party information about Wyrmias and Gedron.

* **Hesutu**

LOCATION 2 — Hesutu is a dwarf who lost his focus when Drajian troops destroyed his tribe. He will only react favorably to someone who he thinks is tougher than he is. The party can gain experience points if they can prove to Hesutu that they are as tough as his slain leader, and thereby give him a new focus in life.

* **Alhena**

LOCATION 2 — Alhena is a refugee who fled Cedrilte after it was attacked by the wyvern riders. She is on her way back to Cedrilte. Alhena will only appear after the Drajian army is defeated and the desert is safe from its oppression.

LOCATIONS AND EVENTS

1 The entry gate for the caravan is at this location. When the party first comes to the caravan, the gate guard challenges them. Identifying themselves is the only way for the party to enter peacefully. Violence will bring down the wrath of the entire caravan.

The gate guard is a good source for hearing the latest rumors, as well as being able to tell the party about the visitor's circle and the raids against the caravan by the magera and the wyvern riders. In fact, the gate guard has more reliable information about the raids than the caravan master.

2 A fire ring is located here at the visitor's circle. The party can also meet several other visitors here at different times during the game.

The first time the party comes here, it can meet Katura, who has information about Larissa and Kel. She will also tell the party about the visionary in Teaquetzl and his prophecy. The party may also meet Tidzio, a halfling wanderer who will tell the party about the Gemfields and other areas if the party shares a bowl of stew with him.

On the party's next visit to the caravan, it may meet Metiklt who is celebrating his good fortune after convincing a templar to mine for copper in the Hot Springs. He will tell the party about the Hot Springs if the party agrees to keep him company. The party may later meet Ylakez and Ketzia who have been trying unsuccessfully to get villages to rebel against Draj. The party can gain experience points by giving them money for food and shelter. The more money they are given, the more experience the party gains. Ylakez and Ketzia also have information on what has happened with Draj's sorcerer-king and his templars if the party displays sympathy for their cause.

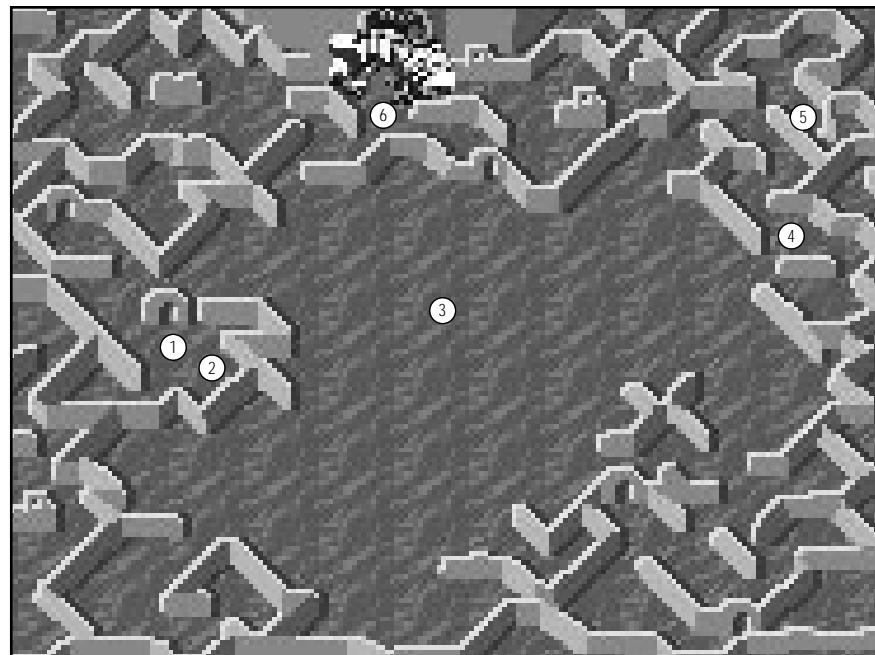
After meeting Ylakez and Ketzia, the party may meet Makhlad, a halfling whose tribe was destroyed by Wyrmias. Makhlad will tell the party about Wyrmias and Gedron if they are friendly and if the active character has a high Charisma. If the active character is a halfling, Makhlad will feel safe enough to talk freely.

After talking to Makhlad, the party may meet Hesutu, a dwarf whose tribe was destroyed by Drajian troops. If the party impresses Hesutu as being tougher than he is, he will talk to the party. The party can gain experience points by convincing Hesutu to supply weapons to Teaquetzl, which Hesutu will do if he is challenged to fight back against Draj.

After the Drajian army has been defeated, the party may meet Alhena who is returning to Cedrilte.

- 3 An obelisk is located here which will allow the party to teleport to this location using *Llod's Rod* once the correct gem has been placed in the obelisk's center. The party can buy the gem from Kel at location 6.
- 4 Fire eels and bulettes sometimes burrow under the fence and attack the party at these locations.
- 5 The caravan master, Drisana, is in this wagon. She tells the party about the merchants in her caravan and offers to pay the party if they stop the raids by the magera from the Wyrm or the wyvern riders from the castle. If the party returns to the caravan after Tobrian sells them into slavery or if the party discovers Tobrian is trying to poison them at location 9, Drisana will help the party by acting as judge. The party is advised to reply honestly to her questions if they hope to gain a favorable outcome.
- 6 Kel, a self-professed mage with a story for all his items, sells his goods in this wagon. The party should be very selective in the items it buys from Kel since many have no magical properties whatsoever. The true magical items that Kel sells include *arrows+1*, *Soulcrusher*, a mage scroll of *web*, a mage scroll of *spirit armor*, the *talisman of venom*, and the gem belonging to the obelisk at location 3. Kel also sells fruit, including, *apples*, a *lime*, and *corn*.
The *talisman of venom* will prevent weak poisons, such as those used by Tobrian at location 9, from affecting anyone who wears it. Stronger poisons still have their normal effect.
- 7 This is Larissa's wagon. Larissa is a seer of minor abilities and will tell the party their fortune for a few ceramic pieces. If the party has not stopped the raids on the caravan, Larissa's fortunes will urge the party toward completing those missions. Later, her fortunes are more general and echo the Visionary's prophecy. The party can often glean a hint or two from her auguries.
- 8 Jark operates an honest business out of this wagon, selling a variety of goods such as armor and melee weapons. If the party is inclined to talk, it can hear the latest rumor sweeping the deserts.

- 9 Tobrian, the wine merchant, is in this wagon. When the party first arrives, he is arranging the sale of the party to Seref, a slave merchant from Draj. Tobrian offers poison wine to the party in an attempt to overpower them. If the party is wearing the *talisman of venom*, the wine has no effect. Otherwise, the party must attempt to save vs. poison, or simply refuse to drink his wine. If the party is poisoned, Tobrian takes all the party's equipment and sends them to Seref (in the Elven Slaver region, location 5).
Once discovered at his treachery, Tobrian can be confronted by the party. However, if Tobrian becomes too frightened, he will call the guards and the caravan turns against the party. Intimidate him, but make sure it is the caravan master who decides his fate.
- 10 A buried chest contains: *cahulaks+1*, a bracelet of graft weapon, a quarterstaff, a gem, and 100 ceramic pieces.



* SSURRAN RUINS *

SYNOPSIS

This region has attracted some crazy refugees from the wastelands, including a band of ssurran, and two crazy hermits. The ssurran are worshipping some ruins, while the hermits are worshipping a big rock. Also found here is the entrance to the Wyrm, where Balkazar has taken control of the magera.

NON-PLAYER CHARACTERS IN THIS REGION

* Ssurran Shaman

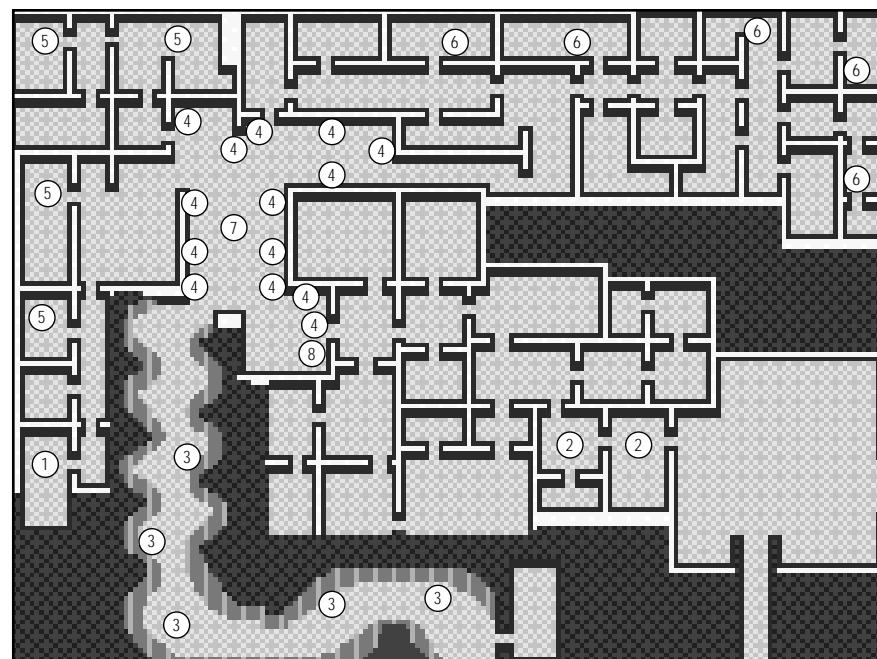
LOCATION 1 — The ssurran is a 3rd-level shaman. He is the leader of a ssurran tribe that has gone a little crazy. The tribe is worshipping some old ruins and spirits that inhabit them. Insulting the spirits gets you into a fight. If you agree to help, and then back out, they'll attack you. If you do go and fight the shadows, you'll be attacked when you return anyway. Moral: just kill them!

* Loweman and Nnamdi

LOCATIONS 4, 5 (THESE TWO WANDER THE NORTHEAST CORNER OF THE MAP) — This region seems to attract crazy creatures, and Loweman and Nnamdi are no exception. They wander the desert here, praying to the "great spire" and eating rocks. Loweman and Nnamdi are merely crazed desert-dwellers. There are no clues given or rewards granted for talking to them.

LOCATIONS AND EVENTS

- 1 The shaman starts here. If you walk near him, he comes to you.
- 2 The shaman's followers are here.
- 3 If you haven't talked to the shaman, the moment you pick up *El's ring*, it summons ten greater shadows (the guardians of the ruins). If you have already spoken to the shaman, the shadows will be waiting for you.
- 4 This is where Loweman and Nnamdi start their wanderings when you first enter the region.
- 5 It's just a rock. It happens to be the rock that Loweman and Nnamdi worship, but other than that it's just a rock.
- 6 Four magera guard the entrance to the Wyrm.



* WYRM BELLY *

SYNOPSIS

Once a dwelling for a peaceful group of magera, the Wyrm is now under the control of Balkazar, an evil defiler bent on ruling Athas. He has enslaved the magera, and is using them as sacrifices to summon his babau and vrock. Terrified, the magera are eager to please, lest they be torn apart by babau.

NON-PLAYER CHARACTERS IN THIS REGION

* Blind One

LOCATION 1 — Blind One is one of the magera that spoke against Balkazar when he took over the Wyrm and started the myth of “transformation.” As a result, his eyes were torn out by babau when the others were asleep. Balkazar claimed that doubting in transformation resulted in such atrocities.

* Magera Slaves

LOCATIONS 3, 4, 5, 6 — The slaves live and work in the Wyrm. There are many different factions of slaves in the Wyrm. Some are loyal to the leaders, some are loyal to Blind One, and some are neutral. As with most creatures, talking to them nicely usually yields better results than yelling at them. If the party attacks any of the magera in the great cavern or beyond (excluding the leaders) the party will hear Tanelyv's voice, telling you to leave the area. When the party goes to leave, Tanelyv and other spirits appear and attack. Remember that the minute the party attacks any of the magera and gets Tanelyv's warning, the party has ruined their chances at getting the chamber of healing in the Wyrm Temple to work.

LOCATIONS AND EVENTS

- 1 Blind One lives here. He stays here unless you can take him to the temple. Blind One knows the true nature of Balkazar's “transformation” and has been trying to convince the other magera that it is indeed a myth. In order to free the magera of Balkazar, you must heal Blind One. To do this, you need to convince the magera leaders that healing slaves is not a bad idea, and you must talk to Tanelyv in the Wyrm Temple region. After both of these things are done, it is possible to heal Blind One. The healing process involves getting Blind One to follow you to the Wyrm Temple and taking him to the chamber of healing. Once he's healed, return to the great warren, so the other magera that are still loyal to Blind One can be healed as well. When all that is done, Blind One will speak against transformation, with the other magera backing him up. After all the fighting, the party can use the chamber of healing in the Wyrm Temple area.

2 The six magera in this room are the leaders of the slaves. They are Balkazar's zealots, living luxuriously compared to the slaves. Pass them to get to the Wyrm School and the Wyrm Temple areas. In order to get past the leaders, kill them or bluff your way past them. If you've asked Blind One for advice, it will be easier to bluff. If you agree to wait for an escort to see Balkazar, a babau comes and attacks you. The leaders attack you as well if they are close by. If you've come to stop the caravan raids, the leaders offer to drink to it with you. The drink is poisoned, and after the conversation, the leaders attack. Killing them is a sure way to end the raids (and convincing them to let the slaves be healed is no longer an issue).

3 With their tongues cut out, these magera do little else than toil for Balkazar. If you ask one to lead you, they will take you to the great warren (location 7). Threatening them only makes them distrust you.

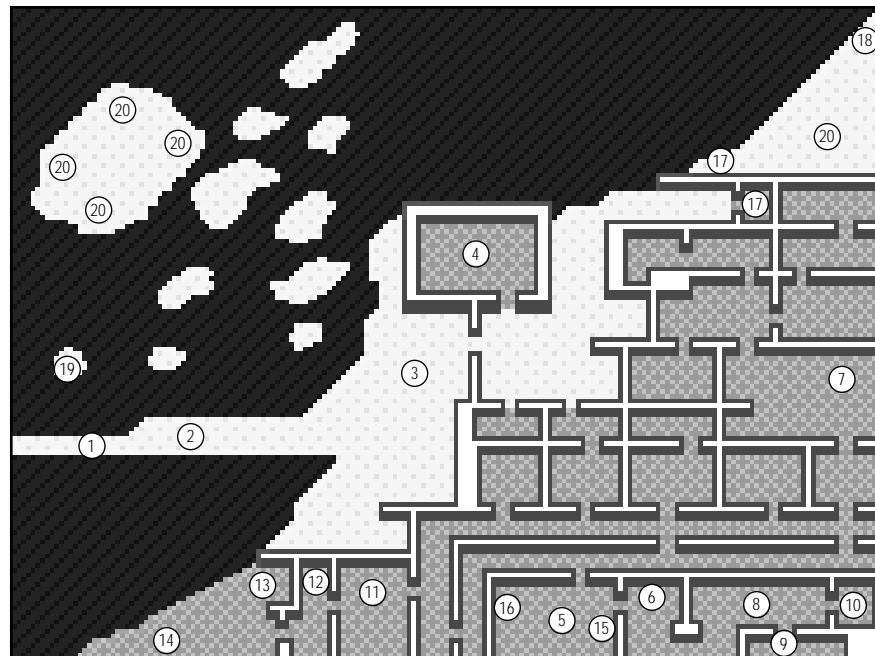
4 These magera ally with Blind One. If asked nicely, sometimes they will lead you to Blind One (location 1).

5 These slaves are untalkative and point in Blind One's general direction.

6 Scared into believing in "transformation," these slaves talk very little, afraid it may ruin their chances at reaching a new state of being.

7 After all of Blind One's followers are healed, he asks the party to accompany him to the great warren (location 7), where he will lead the revolt against Balkazar. Supporting the Blind One gives the party the most benefits. Balkazar appears after the speech and summons four babau to take care of the magera. Now unafraid of Balkazar, the magera aid the party in the fight.

8 Once you bring Blind One here after he's healed, he begins to heal his followers. If you want to go and do something else while he does this, choose the "I'll be back, I have other things to do" option. If you are going to wait, choosing the "I'll wait" option will accelerate time and heal all of the slaves instantly. If you've said you have something else to do, when you re-enter the region or all his followers are healed, Blind One comes to you and the revolt in the warren can begin.



* WYRM SCHOOL *

SYNOPSIS

Balkazar built this addition to the Wyrm as his private retreat. This is where he retreats to do his research and studies. Also located here is his teleporter maze, where he throws anyone foolish enough to get caught near the Wyrm.

Balkazar's sacrificial chamber may also be found here, where the magera, blinded by their faith, are sacrificed to summon more babau and vrock. You can also encounter styr and more magera.

NON-PLAYER CHARACTER IN THIS REGION

* Balkazar

LOCATION 5 (IMAGES OF HIM APPEAR AT LOCATIONS 1 AND 4) — Balkazar is a 9th-level human defiler. He has built this addition to the Wyrm caverns to house his sacrificial chambers and personal quarters. This is where he directs operations of the babau and vrock, and through them, the magera. Balkazar is arrogant and self-assured. He will not attack the party because he does not believe that they can hurt him in any way. Actually, he's right — until you destroy his focus. If you agree to join Balkazar when you meet him, he will go to the dark mirror (location 6) and begin chanting. He then offers to teleport the party to the temple with him. If you go, you are teleported to the Wyrm Temple. Please see the Wyrm Temple section for more information on the temple. If you don't go to the temple, you must fight him. Balkazar is equipped with *Balkazar's Staff* as his weapon.

LOCATIONS AND EVENTS

- 1 The first time you enter this region, an image of Balkazar appears and warns you away from the area.
- 2 This thri-kreen has fallen under Balkazar's influence, and will fight to the death to defend his post. On his body you find a *chatkcha+1*.
- 3 A babau guards the entrance to the school. Anyone that tries to pass will be challenged. Unless you plead and surrender, you eventually have to fight this babau. If the party is passive and drops all their items, the babau leads it into the kitchen, and then returns to his post. If you get too far ahead or behind while following the babau, he attacks you.
- 4 This is where Balkazar makes his sacrifices to summon more babau. The magera are led blindly into the circle, while Balkazar's image completes the rites and the sacrifices takes place. This magera is about to be sacrificed in order to summon another babau. If the party attacks before the two babau begin to move towards the magera, the magera, blind with devotion, attacks the party as well. If you wait until the babau move, the magera realizes it's been tricked and attacks the babau with you. If the magera survives the fight, you can get it to lead you to Balkazar.
- 5 This is where Balkazar currently resides.
- 6 This mirror is Balkazar's focus. Breaking it destroys Balkazar's immortality and allows you to kill him. You must attack the mirror three separate times in order to break it. The mirror defends itself with fire jets. A dexterous thief can avoid being damaged by these jets.

7 One of the zealous magera is here in the kitchen, awaiting transformation. It is blinded by faith, and will not listen to anything that may spoil its chances at reaching a higher form of existence. After the party speaks to this magera, a babau enters into the room to take the magera to be "transformed." If you attack the babau, the magera will attack you as well.

8 Three vrock guard Balkazar's treasure rooms.

9 In addition to all of the ceramic pieces in this room, a *Belt of Might* can be found.

10 The *Light of Dawn* is located in this room, along with many bags of ceramic pieces.

11 This book describes the *Light of Dawn*.

12 This book discusses the uses and forms that many focuses have taken over the years. It defines some of the requirements that a focus must have.

13 This book concerns itself with the summoning of all kinds of dark creatures, including the Unnamed One. This book is so evil that wards have been placed on it to contain it to one area. If you ever try to leave the region while carrying this book, the wards pull it from you and return it to its protective circle.

14 This book gives you directions that you can take to go through the teleporter maze and back out. If you take the first letter of each word (E, S, N, W, E, N, N), you get the directions east, south, north, west, east, north, north. Note: You must use the teleporter at location 18 first before starting this sequence.

15 If you've completed the component quest for the *Terror Extract* (see the Red Sands Plateau section for more information), you can use the extract to make the *Terror Blade+2*. The extract can be found on Balkazar (if he's not dead yet) or on the floor. To make the blade, you must be next to the mixing bowl. Pour the extract into the bowl, then dip an obsidian dagger (the one lying on the floor does nicely) into the bowl. The dagger is transformed into the *Terror Blade+2* — one of the best weapons found in the game.

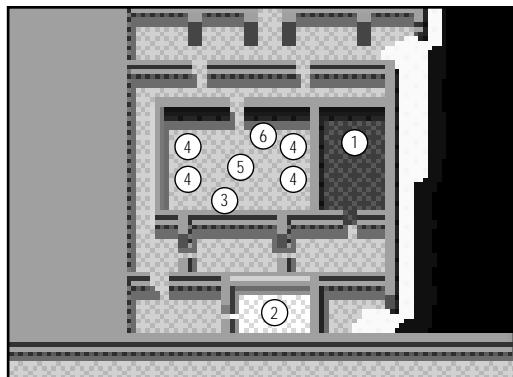
16 The diary entries concern the research Balkazar has done on the *Terror Blade+2*.

17 These two teleporters take you to and from the school into the teleporter maze staging area.

18 This teleporter takes you into the teleporter maze. The best path through the maze is east, south, north, west, east (where you find a sword at location 19), north, north.

19 Located on this platform is the sword *Draketooth*.

20 Styr are located at these locations. They attack on sight.



* WYRM TEMPLE *

SYNOPSIS

Balkazar has turned a temple the magera worshipped into a dark place where he intends to summon the Unnamed One, a being capable of destroying all of Athas. The once-great Chamber of Healing has stopped working, and the temple has fallen into the grasp of evil. The only source of good to be found here is Tanelyv, the lone shadow warrior that remains behind, bound by duty. Vrock have been summoned to guard rooms in the temple at Balkazar's behest.

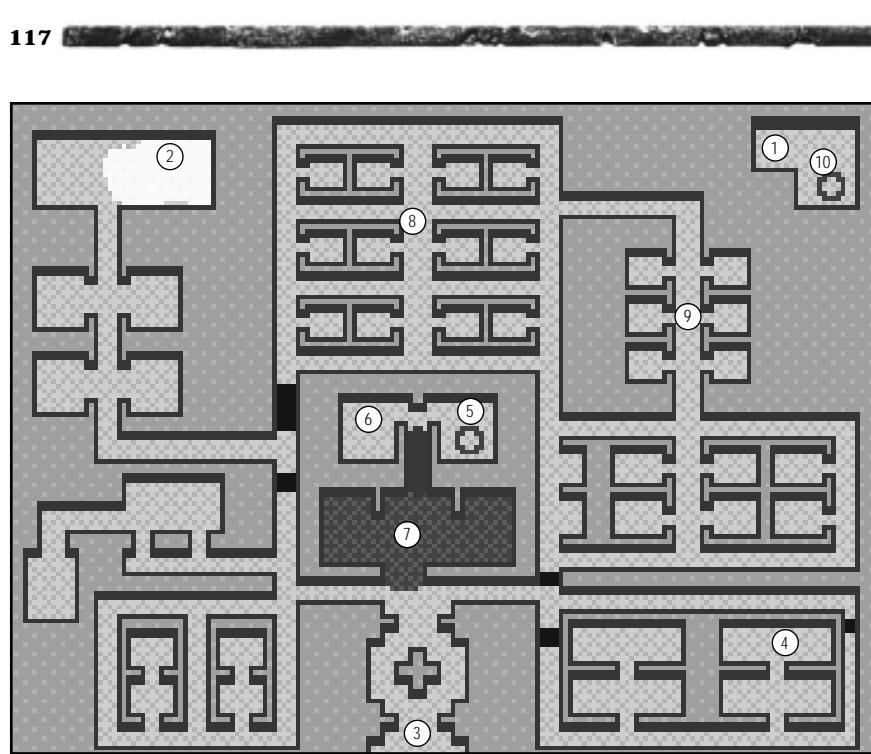
NON-PLAYER CHARACTER IN THIS REGION

* Tanelyv

LOCATION 1 — Tanelyv is a greater shadow. Since Tanelyv knew this band of magera was unlike the rest of their race (cruel and hostile), he became their guardian and protector. He served this post with his companions for many years, but was killed in the battle for the temple when Balkazar first came to the Wyrm. His spirit still resides here, bound by duty to protect the magera, but unable to act against Balkazar.

LOCATIONS AND EVENTS

- 1 Tanelyv resides here in his mausoleum. Killing Balkazar is the only way he will be able to rest. Unless you've attacked the magera and already fought Tanelyv, he will always be here. Tanelyv is a noble spirit, and wants nothing but to end Balkazar's reign over the Wyrm so he can finally be at peace. He hopes the party will dispatch Balkazar for him. After he tells you his story, he offers to heal the slaves. You must take this offer back to the Blind One in the Wyrm Belly area. After the Blind One and the other slaves have been healed and have revolted, Tanelyv gives you the *Ring of Insight*, and activates the Chamber of Healing (location 2) for use by the party. If you ever attack any of the magera after the chamber has been activated, it ceases to function. After killing Balkazar, Tanelyv will finally be able to rest. He gives you the full suit of *Tanelyv's Armor*, and then departs for his long-overdue rest.
- 2 This chamber can heal your entire party of any injuries — even rather major ones such as death. This is the only place (until the Genie is discovered at the finale) that a character can be resurrected without losing Constitution points.
- 3 A scroll with *Monster Summoning III* on it lies on the floor.
- 4 The vrock guarding the temple attack you when you enter the room. If you come into this room with Balkazar (from the Wyrm School), they will be dismissed.
- 5 You are teleported here to watch Balkazar summon the Unnamed One. He fails, calling forth four fire elementals instead. After killing them, he speaks with you and then tries again to summon the Unnamed One. This repeats over and over — he will never be able to summon the being, no matter how long he tries. Eventually, you must fight him. Please refer to Balkazar's description in the Wyrm School section for hints on fighting him.
- 6 This is one of Balkazar's two focuses. Destroying one destroys the other as well. Before you meet or fight Balkazar, you will not be able to break this mirror. Once you are fighting Balkazar, you can break it by attacking it three times. Once broken, you can destroy Balkazar.



* SUBTERRANEAN TEMPLE *

SYNOPSIS

Created centuries ago, this temple was once beautiful. Remnants of the beauty remain in the blue-green walls and floors, ornate sculptures inset into the walls, and large columns in the main temple. The centuries of neglect have caused rubble to pile up in the hallways, splitting the temple into separate areas. You encounter A'poss and zombies in the subterranean temple.

NON-PLAYER CHARACTERS IN THIS REGION

* Tynan

LOCATION 1 — Tynan used to be a teacher of magic. He was trapped in the form of a shadow by an evil spell cast by A'poss. He can only be freed from the evil spell if you bring his heart-crystal to him with Tristram's heart crystal and use them on the altar in the main temple.

* A'poss

LOCATION 2 — A'poss is a shadow who used to be a pupil of Tynan's. He was trapped in the form of a shadow by an evil spell he cast. He meant to catch only Tynan and Tristram in the spell, but miscalculated. He can only be freed from the evil spell if you bring his heart-crystal to him.

* Tristram

LOCATION 4 — Tristram is now a shadow in a ruined temple. She was once a beautiful princess in love with Tynan, but promised to another by her father. Tristram was trapped here by A'poss' evil spell. The centuries of lonely confinement have driven Tristram insane. She no longer knows where she is or why she is here. She only knows that she wants to go home.

* Zeefram

LOCATION 3 — Zeefram used to be the gate guard for the temple. Now he is a still-loyal zombie, keeping as many robbers away as he can. Although innocent of any wrong-doing, Zeefram was condemned to live forever along with all other converts in this temple by A'poss' evil spell. He will give you some background to the temple if you promise not to pillage the premises.

LOCATIONS AND EVENTS

- 1 Tynan can only be reached by either climbing down the well in Teaquetzl or using his heart-crystal in the circle of the main temple. The first time you arrive here, you will find the gem for Teaquetzl's obelisk; be sure to take it with you. Once you've gotten Tristram into her gem and have Tynan's gem, (found when you kill Tara in the Upper Castle), return here and talk to Tynan. Tynan will allow himself to be drawn into his heart-crystal if you use it in his presence once you have Tristram's heart-crystal.
- 2 If you give A'poss his heart-crystal, found in the treasure in the dragon's eye in Nazca Lines, he will be freed. Once A'poss is free, he will try to kill you and any other people he can find. You can reach this area by climbing down the well in Gedron.

3 Zeefram is the gate guard, still loyally holding his post. He gives you background information about the temple if you promise not to loot the area. You can reach this section of the temple by climbing down the well in Cedrilte.

4 You can reach Tristram by climbing down a rope in the Wagon Train when you're over the deep chasm in the northwest (location 4). Once you've talked to Tynan, she will give you her *heart-crystal* if you're persistent and continue to ask questions of her. You will have to repeat yourself, but just keep going. If Tynan hasn't told you to go to Tristram and get her *heart-crystal*, you won't have the proper responses available to you. Once you get the gem from her, use it in her presence and she will be drawn into it. Now the gem is ready to be taken to Tynan.

5 If you stand in the circle here, then use Tynan's crystal, you can teleport to Tynan's room. It also works in reverse by standing on Tynan's circle and using the crystal; you then teleport to the main temple.

6 Tynan's journal can be found lying on the floor of this room. When you read the journal, be sure to have your character with the highest dexterity read it. It is very old and fragile and will disintegrate if handled roughly. Not only will this journal give you good insights into exactly what happened here, you can also gain a magic scroll of *hold undead* by reading the spells section.

7 Once you have Tynan in his *heart-crystal* and Tristram in her *heart-crystal*, use them both with this altar. Tristram's crystal must be used first on the altar, then Tynan's. The evil spell cast by A'poss will be lifted, Tynan and Tristram will be freed, and the rubble in the temple will be removed. You can now walk freely about the temple.

8 Look here after lifting the spell to find ceramic pieces and treasure. Within this area is a *storm ring* and a *mace+2*, but beware of the zombies roaming the halls.

9 This is another area that the treasure hunters could never get into. Found here are piles of ceramic pieces. Other items are here as well. However, there are zombies and other monsters wandering these halls.

10 The gem found here can be placed in the obelisk in Teaquetzl.



* TREASURE GUIDE *

The following pages list magical items found in SHATTERED LANDS. If an item's special ability is similar to that of a spell, please refer to the appropriate spell description in your rule book for information on what the spell does. Items are divided by type, so all rings are listed together, all wands, together, all fruit together, etc. Within each list are three things: the item's name, the item's special attributes, and the item's location.

* Armor

You must wear armor on the appropriate part of your body to get the desired effects. Simply carrying them around in your backpack won't do.

NAME	SPECIAL ATTRIBUTES	LOCATION
Drake Leather Chest Armor	Resist Cold, +1 to AC	Upper Castle
Drake Shield	Resist Fire, +1 to AC	Hot Springs
El's Shield	+2 to AC	Red Sands Plateau
Grey Scale Arm & Leg Armor	Scale, +2 to AC	Captured Gladiators
Helm	+1 to AC	Subterranean Temple
Helm of Might	+1 to Strength	Teaquetzl Village
Helm of Contemplation	Gaze Reflection	Sewers
Shimmer Leather Chest Armor	Free Action, +3 to AC	Silt Sea Summoning
Silk Chest Armor	Padded, +2 to AC	Undermountain
Tanelyv's Armor	Chain, +2 to AC	Wyrm Temple

* Bracelets

Note that only psionicists can use bracelets. Use bracelets the same way you would use a scroll.

NAME	SPECIAL ATTRIBUTES	LOCATION
Bracelet	Animal Affinity	Cedrilte Village
Bracelet	Ego Whip	Nazca Lines
Bracelet	Energy Containment	Lava Rift
Bracelet	Graft Weapon	Elven Caravan
Bracelet	Intellect Fortress	Nazca Lines
Bracelet	Life Draining	Gedron Village
Bracelet	Mind Bar	Silt Sea Ssurran
Bracelet	Psionic Blast	Nazca Lines
Bracelet	Share Strength	Teaquetzl Village
Bracelet	Synaptic Static	Nazca Lines

* Fruit

Fruit is scattered all throughout SHATTERED LANDS, so we have not listed their locations. You may also buy (and sell) fruit.

NAME	SPECIAL ATTRIBUTES
Apple	Ironskin
Banana	+3 to Strength
Blue Pear	Cure Disease
Corn	Barkskin
Green Grapes	Bless
Guava	Poison
Lemon	Psionic Restore
Lime	Dispel Mage
Orange	Aid
Orange Grapes	Neutralize Poison
Orange Pear	Cure Light Wounds
Purple Grapes	Cure Blindness or Deafness
Red Pear	Cure Serious Wounds
Star Fruit	Invisibility to Undead
White Grapes	Prayer

* Rings

No more than two rings may be worn by a player character. Below is a list of rings and what they do. Charges on items represent how many times you may use an item's special power before it becomes useless.

NAME	SPECIAL ATTRIBUTES	LOCATION
El's ring	+3 to Dexterity	Ssurran Ruins
Ring of insight	+2 to Wisdom	Wyrm Temple
Ring of steadfastness	+3 to Constitution	White Sands
Storm ring	Ice Storm (50 charges)	Subterranean Temple
Wind ring	Protection from Normal Missiles	Upper Castle

* Scrolls

Only preservers can use scrolls. Scrolls give your preserver spells that he or she doesn't have in his or her spellbook. If you right-click on a scroll in your inventory, a description window appears with the appropriate spell icon.

Clicking on the spell icon allows you to memorize the spell and add it to your spellbook. If you already know the spell, clicking on the icon simply casts it.

NAME	SPECIAL ATTRIBUTES	LOCATION
Scroll	Armor	Fields
Scroll	Color Spray	Sewers
Scroll	Dispel Magic	Gedron Village
Scroll	Enlarge	Sewers
Scroll	Fire Shield	Messenger Route
Scroll	Flame Arrow	Nazca Lines
Scroll	Hold Monster	Undermountain
Scroll	Hold Undead	Subterranean Temple
Scroll	Minor Globe of Invulnerability	Silt Sea Summoning
Scroll	Minute Meteors	Undermountain
Scroll	Mirror Image	Dagolar's Tunnels
Scroll	Monster Summoning III	Wyrm School
Scroll	Monster Summoning III	Wyrm Temple
Scroll	Rainbow Pattern	Silt Sea Summoning
Scroll	Spirit Armor	Cedrilte Village
Scroll	Stone Skin	Sand Oasis
Scroll	Summon Shadow	Subterranean Temple
Scroll	Turn Pebble into Boulder	Teaquetzl Village
Scroll	Wall of Fog	Slave Pens
Scroll	Web	Elven Caravan

* Swords and Daggers

NAME	SPECIAL ATTRIBUTES	LOCATION
Dagolar's Dagger	+1 to Charisma, +3 (to hit & damage)	Dagolar's Tunnels
Dark Flame	Burning Hands, +2	Upper Castle
Draketooth	+3 to Strength, +1 (to hit & damage)	Wyrm School
El's Drinker	Vampiric Touch, +2	Gedron Village
Hornblade	+1	Wagon Train
Swiftbite	+2	Teaquetzl Village
Terror Dagger	Poison, +2	Wyrm School

* Weapons

Unless otherwise noted, staffs and wands use one charge when a spell is cast from it. For example, if there were a *staff of lightning*, it would use one charge when the user cast a *lightning bolt* from it. (A “charge” represents how many times you can use an item before it becomes drained and useless.)

NAME	SPECIAL ATTRIBUTES	LOCATION
Arrows	+1	Slave Pens
Arrows	+2	Teaquetzl Village
Arrows	+3	Slave Pens
Arrows	+3	Teaquetzl Village
Arrows	+3	Upper Castle
Axe	Steel, +1	Cedrilte Village
Axe	Steel	Teaquetzl Village
Balkazar's Staff	Slow, +1	Wyrm School
Black Mace	Chill Touch, +1	Palace Ruins
Bow	+2	Upper Castle
Cahulaks	Cause Light Wounds, +1	Elven Caravan
Chatchka	Produce Fire, +1	Wyrm School
Great Axe	+3	Palace Ruins
Gythka	+1	Elven Slavers
Gythka	+3	Nazca Lines
Mace	+2	Subterranean Temple
Phrain's Bow	Melf's Acid Arrow	Teaquetzl Village
Pole Arm	+1	Elven Caravan
Sling	+2	Cedrilte Village
Staff	+2	Sand Oasis

* Miscellaneous Items

As this section's name implies, the items below do not fit in one of the other treasure categories. While some items are very powerful, some are also very weak. Items without charges listed either have unlimited charges or cast a constant spell on the wearer.

NAME	SPECIAL ATTRIBUTES	LOCATION
Belt of Might	Strength increases to 24	Wyrm School
Chameleon Gloves	Cause Blindness	Sewers
Dagolar's Wand	Control Body (75 charges)	Dagolar's Tunnel
Derth's Wand	Lightning Bolt (65 charges)	Red Sands Plateau
Iron Necklace	Fireball (12 charges)	Lava Rift
Light of Dawn	Dismissal	Wyrm School
Living Cloak	Inertial Barrier	Dagolar's Tunnel
Obsidian Necklace	Disintegrate (7 charges)	Salt Oasis
Quicksilver Gloves	Detonate	Palace Ruins
Serpent Boots	Displacement	Upper Castle
Silver Necklace	Biofeedback	Lower Castle
Wand of Metal Detection	Detects the presence of metal	Hot Springs
Wand of Missiles	Magic Missiles (50 charges)	Dagolar's Tunnel
Wildwynd Wand	Confusion (70 charges)	Undermountain

*** CREDITS ***

Authors

Chris Carr, Caron Collver, Adam Isgreen

Contributing Authors and Editors

Eileen Matsumi, André Vrignaud

Associate Producer

Rick White

Editing Support

Steven Okano, Don McClure

Producer

Bret Berry

Clue Book Testers

**Lee Crawford, Chris Lanka, Brian Lowe,
Sean House, Matt Vella, Jeff Shotwell**

Special Thanks to

Jim Ward

Graphic Design and DTP

**LOUIS SAEKOW DESIGN: David Boudreau, Leedara Sears,
Kirk Nichols**

Printing

Banta ISG

STRATEGIC SIMULATIONS, INC. reserves the right to make improvements in the product described in this clue book at any time and without notice.

Strategic Simulations, Inc. makes no warranties, express or implied, with respect to this clue book, its quality, merchantability or fitness for any particular purpose. This clue book is provided "as is."

ADVANCED DUNGEONS & DRAGONS, AD&D, DARK SUN, and the TSR logo are trademarks owned by and used under license from TSR, Inc. Lake Geneva, WI USA. All TSR characters, character names, and the distinctive likenesses thereof are trademarks owned by and used under license from TSR, Inc.

©1993 TSR, Inc. ©1993 Strategic Simulations, Inc. All Rights Reserved.

This clue book is copyrighted and includes proprietary information belonging to TSR, Inc. and Strategic Simulations, Inc. No one is permitted to sell copies of this clue book to any person or institution except as provided for by written agreement with TSR, Inc. and Strategic Simulations, Inc. No one may copy, photocopy, reproduce, translate, or reduce to machine-readable form this clue book without the prior written consent of TSR, Inc. and Strategic Simulations, Inc.

Any persons reproducing any portion of this clue book for any reason, in any media, shall be guilty of copyright violation and subject to the appropriate civil or criminal action at the discretion of the copyright holder(s).
